NINTENDO

2000

N64
GAME BOY COLOR
POKÉMON
sneak peek

NINTENDO 64

NINTENDO 64

News Release

FOR IMMEDIATE RELEASE

CONTACT: GOLIN/HARRIS
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NINTENDO® 64 IS AMERICA'S TOP-SELLING VIDEO GAME CONSOLE

'Funtastic' Color Series and *Pokémon* Spur Boom

REDMOND, Wash., April 20, 2000 – The Nintendo 64 is once again America's top-selling home video game console, thanks to the introduction of the 'Funtastic' series of transparent, brightly colored housings, and the overwhelming demand for the country's top-selling video game, *Pokémon Stadium*™. With the continued 97 percent market share for the handheld Game Boy® Color system, Nintendo claims both of the top-selling video game systems in the country.

According to independent weekly sales data from the NPD Group, the Nintendo 64 captured 46 percent of all console sales in America since the March 6 launch of the 'Funtastic' series of systems, as compared to 43 percent for the Sony PlayStation, and 11 percent for the Sega Dreamcast. Nintendo also claims the individual top-selling console and handheld games.

"During March, sales of the Nintendo 64 jumped 30 percent from the same month a year ago, while those of our nearest competitor plunged 32 percent," says Peter Main, Nintendo of America's executive vice president, sales and marketing. "It's a vindication of our corporate mandate to continue supplying our customers with even more fun for their Nintendo systems."

The torrid popularity of all things Pokémon was reflected in full March Toy Retail Sales Tracking System (TRSTS) sales data showing *Pokémon Stadium* the top-selling game for the month, outpacing the next most popular game by more than 70 percent. The Yellow, Blue and Red versions of Pokémon for Game Boy claimed the third, fifth and sixth top-selling spots respectively for all games.

-MORE-

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N64 SALES
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BEST SELLING VIDEO GAMES

MARCH, 2000 (NPD Group)

	TITLE	PLATFORM
1	***Pokémon Stadium***	**Nintendo 64**
2	*WWF Smackdown*	PlayStation
3	***Pokémon Yellow***	**Nintendo Game Boy**
4	*Syphon Filter 2*	PlayStation
5	***Pokémon Blue***	**Nintendo Game Boy**
6	***Pokémon Red***	**Nintendo Game Boy**
7	***Mario Party 2***	**Nintendo 64**

In the last month, roughly 50 percent of all Nintendo 64 systems sold were in 'Funtastic' colors of Smoke, Ice, Watermelon, Grape, Jungle and Fire, with Ice (blue) the most popular. The Atomic Purple N64 bundle, featuring the added value of an extra controller, rounded out the N64® hardware sales. The strong showing for both the N64 and Game Boy Color in March concludes the most successful fiscal year in history for Nintendo of America (ending 3/31/2000). Independent TRSTS retail sales data has already established Nintendo as the top video game company in America in terms of total retail revenues for the calendar year 1999.

"Based on current trends and our past experience with preceding video game console generations, we expect another five to 10 million pieces of N64 hardware to be sold," Main adds.

Nintendo Co., Ltd., of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 1 billion video games worldwide, has created such industry icons as Mario® and Donkey Kong® and launched franchises like *The Legend of Zelda*® and *Pokémon*™. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64 and Game Boy – the world's best-selling video game system. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in North America.

For more information about Nintendo products visit the company's web site, www.nintendo.com.

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THE LEGEND CONTINUES AS NINTENDO EXPANDS THE *ZELDA*® SERIES

Sequel To 1998's Interactive Game Of The Year for N64® And New Game Boy® Titles Due This Year

LOS ANGELES, May 10, 2000 – *One day, deep in the forest, our hero Link encounters a stranger wearing a mysterious mask. Without so much as an explanation, the unusual figure steals Link's pony – his beloved Epona – and escapes through a doorway into a warped dimension. Link quickly follows and soon finds himself trapped in a strange, yet oddly familiar world. But while the landscape may look familiar, one thing is clearly different: in the sky above looms a gigantic moon, slowly falling down onto this world ...*

Thus begins the next great adventure in Nintendo's latest offering in the best-selling *Legend of Zelda* series, *The Legend of Zelda®: Majora's Mask*™. In this Nintendo® 64 follow-up to the 1998 Interactive Game of the Year*, *The Legend of Zelda®: The Ocarina of Time*™, Link battles against the forces of time. Trapped in an alternate dimension, our favorite Kokiri hero must race against time to solve the mysteries of this bizarre land before the ominous moon crashes down, destroying the world and everything in it. *The Legend of Zelda: Majora's Mask* is published exclusively by Nintendo and will be available on November 20 for a suggested retail price of $69.95.

"Players can only experience the mystery and magic of *The Legend of Zelda* with N64 and Game Boy Color," says Peter Main, Nintendo's executive vice president, sales and marketing. "The first *Zelda* game for N64 sold an amazing 7 million units worldwide and we expect these exciting new titles to continue that success."

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THE LEGEND OF ZELDA
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In addition to the stunning N64 sequel, Link will also star in all-new Game Boy Color adventures, featuring new characters and new enemies. These games will contain intertwined storylines and features that push both the system and the hand-held adventure genre to new heights.

The Legend of Zelda: Majora's Mask contains innovative gameplay elements from the original N64 game, such as the unique targeting system and first- and third-person play perspectives, along with a number of new features. The mysterious masks play an integral role in the game, as Link gains a variety of powers and transforms into different characters.

The Legend of Zelda: Majora's Mask requires the Nintendo 64 Expansion Pak™ (not included) that brings the mystical game universe to its full graphic potential. The extra four megabits of memory provide a stunning, ultra-smooth look and some of the most realistic environments experienced in an N64 title. The Expansion Pak also adds variety and depth to battle scenes while improving special effects in the game.

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The independent Entertainment Software Rating Board (ESRB) lists *The Legend of Zelda: Majora's Mask* and the *Tri-Force Series* "RP" for "Rating Pending." For more information about the ESRB visit www.esrb.org.

For more information about *The Legend of Zelda: Majora's Mask* or any other Nintendo product visit the company's web site, www.nintendo.com.

*Academy of Interactive Arts & Sciences

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(ieg/e32000/rel-zelda)

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EXTINCTION REVERSED WITH *DINOSAUR PLANET*™ FOR NINTENDO® 64

Rare Delivers Next Epic Adventure In Interactive Entertainment

LOS ANGELES, May 10, 2000 – Imagine a world where dinosaurs, creatures that once dominated the earth are still alive. This holiday season, video gamers will discover that such a beautiful place does exist… on Nintendo 64. Rare, the creators of blockbusters such as *Perfect Dark*™, *Donkey Kong*® *64* and *Jet Force Gemini*™, are prepared to take you on the next epic adventure in interactive entertainment… to a place called *Dinosaur Planet.*

Players follow the exploits of two exciting new heroes, Sabre and Krystal, as they fight to save Dinosaur Planet from an evil so powerful it could destroy the universe. On their quest, Sabre and Krystal are teamed up with their respective dinosaur sidekick--a pterodactyl princess named Kyte and a triceratops prince named Tricky. Developed and published by the world-famous game designers at U.K.-based Rare Ltd., *Dinosaur Planet* will be distributed exclusively by Nintendo of America Inc. this holiday season.

"Rare has once again taken the interactive adventure beyond its limits," says Peter Main, Nintendo's executive vice president, sales and marketing. "This engrossing storyline, in-depth character interaction and what could possibly be the most strikingly beautiful graphics combine to make *Dinosaur Planet* the next must-have game for N64®."

The entire game is set to a stirring and evocative soundtrack with full support of Dolby Surround Sound, transporting players to another world. Situation-based control allows players to fully immerse themselves in the action and engaging storyline without having to worry about hitting buttons and memorizing action sequences. Hours of speech, combined with realistic animation and facial expressions, create depth and emotion for an enormous cast of more than 50 new characters, based on every type of dinosaur and animal imaginable.

-MORE-

Dinosaur Planet
2-2-2-2

Dinosaur Planet requires the Nintendo 64 Expansion Pak™ for ultra-realistic graphics and gorgeous visuals. Experience a world rich with real-time environmental effects, such as shadows, reflections, wind, rain, snow, fog and a complete day/night system. Players will be able to watch in amazement as the sun sets and moon rises over strange, alien landscapes.

Rare is a developer and publisher of games for Nintendo video game systems. Rare Ltd. has offices in the United Kingdom, and Rare, Inc., its wholly owned subsidiary, has offices in Miami, Fla.

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The independent Entertainment Software Rating Board (ESRB) lists *Dinosaur Planet* "RP" as "Rating Pending." For more information about the ESRB visit www.esrb.org.

For more information about *Dinosaur Planet*, visit Rare's web site, www.rareware.com, or Nintendo's site, www.nintendo.com.

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PERFECTION ARRIVES ON NINTENDO® 64

Rare's *Perfect Dark*™ Leads The Next Level Of Interactive Action

LOS ANGELES, May 10, 2000 – Welcome to the year 2023. Inside the powerful and highly secretive dataDyne Corporation, a world-renowned scientist has just issued a distress signal. The Carrington Institute answers the call. What begins as a simple reconnaissance mission evolves into a conspiracy involving alien races at war, high-level assassination attempts and the cloning of the president of the United States. The fate of the world is resting in the hands of an intriguing 23-year-old secret agent named Joanna Dark. Welcome to the future of interactive entertainment. Welcome to *Perfect Dark.*

Created by Rare, the team that developed the 1997 Interactive Game of the Year*, *GoldenEye 007*™, *Perfect Dark* uses an enhanced 3-D engine and cutting-edge technologies to deliver unparalleled first-person, action-based gaming exclusively for Nintendo 64.

"Rare has created the ultimate action title--the one game players have been waiting for," says Peter Main, Nintendo of America's executive vice president, sales and marketing. "The elements of stealth and espionage, combined with an engrossing storyline, make *Perfect Dark* a clear leap beyond the award-winning *GoldenEye*."

Players weave their way through a tale of intrigue, relying on raw adrenaline to complete complex mission objectives. The game's intense multi-player mode features an option to play with a total of 12 characters--four human opponents and eight computer-controlled simulants. Developed and published by the world-famous game designers at U.K.-based Rare Ltd., *Perfect Dark* will be distributed exclusively by Nintendo of America Inc. on May 22 for a suggested retail price of $69.95.

-MORE-

"Quite frankly, there's almost nothing that *Perfect Dark* doesn't have," says IGN64.com, one of the Internet's leading Nintendo fan sites. "From storyline to weapons, levels and multi-player mode, Rare has really covered all its bases. The sheer amount of variety in *Perfect Dark* is simply outstanding."

Players will encounter some of the most deceptive enemies ever to haunt a video game system, as they guide the beautiful Joanna Dark from the towering skyscrapers of Chicago to an alien crash site at the bottom of the Pacific Ocean. The game's artificial intelligence has been designed to equip enemy characters with a number of unique skills, including long-range teamwork, cover recognition and the ability to assess potential threats.

The game's in-depth storyline combines the best of science fiction with high-tech espionage. While attempting to complete a series of mission objectives, the player will utilize a host of gadgets, highly advanced weaponry and alien hardware. However, the game's most potent weapons are intuition and instinct, as stealth and quick-thinking are imperative to survival in this hostile world.

For maximum game play enjoyment, players will need the N64 Expansion Pak™ (not included). However, gamers without an Expansion Pak can enjoy the full array of multi-player levels, with either one or two players and up to eight simulants. Real-time lighting produces astonishing visuals and special effects like explosions, dust, steam and sun glare. With full support for Dolby Surround Sound and 16x9 widescreen viewing, the game offers an unsurpassed cinematic experience.

Rare is also developing and publishing a Game Boy® Color version of *Perfect Dark* that will detail Joanna Dark's exploits during her final days of training. The game will be available later this summer for a suggested retail price of $34.95. *Perfect Dark* for Game Boy Color will include a built-in rumble feature and support the N64 Transfer Pak™ for exchanging data with the N64 version.

Nintendo Power Magazine will release an official *Perfect Dark* Player's Guide May 16 for a suggested retail price of $14.95.

Rare is a developer and publisher of games for Nintendo video game systems. Rare Ltd. has offices in the United Kingdom, and Rare, Inc., its wholly owned subsidiary, has offices in Miami, Fla. For more information about *Perfect Dark*, Rare or any Rare product, visit Rare's web site on the Internet, www.rareware.com.

-MORE-

Perfect Dark
3-3-3-3

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The independent Entertainment Software Rating Board (ESRB) rates the N64 version of *Perfect Dark* "M" for "Mature." For more information about the ESRB visit www.esrb.org.

For more information about *Perfect Dark*, visit the game's web site, www.perfectdark.com.

# # # #

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POSSIBLE HEADLINE FOR RARE'S NEW GAME, *CONKER'S BAD FUR DAY*™ FOR N64®

Nintendo To Approve This Information Before Release

LOS ANGELES, May 10, 2000 – This space is being reserved for press release information about Rare's upcoming title, *Conker's Bad Fur Day* for the N64. Unfortunately, the main character in the game, Conker the squirrel, cannot be located at this time.

On the day of disappearance, Conker was having a "Bad Fur Day." When found, he'll most likely have a hangover and be equipped with a frying pan. He may be hanging around outrageous characters who use bad language and can be extremely sarcastic. Following is a description and photo of Conker for your information:

The culprit has orange fur and is wearing a blue jacket, no pants and a pair of lame tennis shoes. He was last seen at the following locations:

- Riding a talking pitchfork outside the barn
- Hanging out near a giant sunflower
- Perusing the reading selection at the Beaver Bookstore
- Burning in the depths of Hell

Any information on the whereabouts of this cute and fuzzy creature should be directed to the Nintendo booth #2816.

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BEAR AND BIRD BUDDIES RETURN IN *BANJO-TOOIE*™

Rare's Highly Anticipated Adventure Sequel Comes to Nintendo® 64

LOS ANGELES, May 10, 2000 – Put on your yellow shorts, buckle up your black belt and slap on your blue backpack. That preposterous pair of a bird and bear is back with dozens of new characters, mind-bending puzzles, gorgeous graphics, and a witch's brew of mini-games in their new game, *Banjo-Tooie,* for N64®. Developed by the world-famous game designers at U.K.-based Rare Ltd., *Banjo-Tooie* will be published exclusively by Nintendo of America Inc. on August 28 for a suggested retail price of $59.95.

The development team behind the award-winning *Banjo-Kazooie*™ returns with an all-new adventure. Join Banjo, the honey-bear, and his wise-cracking, red-crested breegull partner, Kazooie, as they continue their battle against the evil witch Gruntilda, who is back from the grave.

"In any entertainment genre, one of the biggest creative challenges is developing a sequel which outdoes the original," says Peter Main, Nintendo's executive vice president, sales and marketing. "But the game masters at Rare have done just that. *Banjo-Tooie* is creating a whole new standard of quality for 3-D platform adventures games."

Now, Banjo and Kazooie can separate, play as one character, or both. They can also transform into a number of different creatures, each with abilites to perform specific tasks that are impossible in their native form. Banjo can be a submarine or washing machine, but always wearing familiar yellow shorts and blue backpack. Also controllable in the game are Mumbo Jumbo, the shaman, and his amazing bag of spells. In all, *Banjo-Tooie* features more than 125 new characters, plus the welcome and not-so-welcome return of a few favorites.

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Banjo-Tooie
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Discover and explore eight breathtaking new worlds on the mysterious Isle o' Hags during the two heroes' quest for the elusive Jiggy puzzle pieces and other essential items. This time the dynamic duo has more than 40 amazing abilities at their disposal, including the Breegull Blaster, Claw Clamber Boots, Bill Drill and the wacky Clockwork Kazooie Eggs. Players will need all these and more as they face off against 10 unique bosses and, ultimately, a showdown with Gruntilda.

Tired of rescuing Jinjos and collecting Jiggies? You can now challenge your friends in more than 10 multi-player games for up to four players, including Bottles' Revenge and hilariously unique egg-blasting first person shootouts.

Rare is a developer and publisher of games for Nintendo video game systems. Rare Ltd. has offices in the United Kingdom, and Rare, Inc., its wholly owned subsidiary, has offices in Miami, Fla. For more information about *Banjo-Tooie*, Rare or any Rare product, visit Rare's web site on the Internet, www.rareware.com.

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The independent Entertainment Software Rating Board (ESRB) rates *Banjo-Tooie* "E" for "Everyone." For more information about the ESRB visit www.esrb.org.

For more information about *Banjo-Tooie* or any other Nintendo product, visit the company's web site, www.nintendo.com.

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RARE, NINTENDO AND DISNEY INTERACTIVE BRING WORLD-FAMOUS CHARACTERS TO 3D

Mickey's Speedway USA Features Classic Disney Characters, High-Speed Racing Action

LOS ANGELES, May 10, 2000 – One of the world's most recognizable characters in entertainment is making his worldwide 3D debut on Nintendo® 64. If that's not enough, he's bringing a few friends along!

An action-packed racing adventure, *Mickey's Speedway USA* puts players in the driver's seat with classic Walt Disney characters, including Mickey Mouse, Donald Duck, Goofy, Daisy Duck and Minnie Mouse. The dirty weasels have kidnapped Mickey's dog, Pluto, to get their hands on his diamond-studded collar and it's up to the gang to get him back. Developed by the world-famous game designers at U.K.-based Rare Ltd. and published by Nintendo of America Inc., *Mickey's Speedway USA* races to retail this holiday season.

Mickey's Speedway USA contains five Grand Prix circuits, each with four races. Choose to take on the first three circuits in any order, and finish all three to open the fourth. Then find hidden items in the first four circuits to open the fifth, and final, Grand Prix course. The game's tracks are situated in various American locales, such as Yellowstone Park, the Grand Canyon and New York City. Mickey and company must pursue the weasels through this cornucopia of Americana if they ever hope to rescue their friend Pluto.

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MICKEY SPEEDWAY USA
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"We're thrilled to see Mickey and other Disney characters come to life on N64 in glorious, 3D splendor," says Peter Main, Nintendo's executive vice president, sales and marketing. "The global appeal of these famous Disney characters, combined with the development talent and technology of Rare, will create some of the most memorable interactive products ever."

"The collaboration among Disney Interactive, Nintendo and Rare has resulted in a technologically-advanced, fun and edgy 3D game with amazing gameplay and intense, rich graphics," adds Jan Smith, president, Disney Interactive. "This is a true cross-over title—one that will appeal to gamers and Disney fans alike."

In addition to the four-player racing adventure for N64, Rare is developing an exclusive Game Boy® Color version of *Mickey's Speedway USA* for Nintendo and Disney Interactive, scheduled to launch this holiday season. The Game Boy Color game will feature all of the exciting racing action in a hand-held format and will link to the Nintendo 64 version.

This relationship among Disney Interactive, Nintendo and Rare, which was first announced at the 1999 E^3 show, complements Disney Interactive's global platform strategy of partnering with leading video game companies to bring its beloved characters to the burgeoning video game markets.

Disney Interactive develops, markets and globally distributes a wide variety of interactive entertainment, educational and sports CD-ROMs and video games. For more information on Disney Interactive's products, visit www.disneyinteractive.com.

Rare is a developer and publisher of games for Nintendo video game systems. Rare Ltd. has offices in the United Kingdom, and Rare, Inc., its wholly owned subsidiary, has offices in Miami, Fla. For any information about *Mickey's Speedway USA* or any Rare product, visit Rare's web site on the Internet, www.rareware.com.

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The independent Entertainment Software Rating Board (ESRB) lists *Mickey's Speedway USA* "RP" for "Rating Pending." For more information about the ESRB visit www.esrb.org.

For more information about *Mickey's Speedway USA* or any other Nintendo product, visit the company's web site, www.nintendo.com.

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(ieg/e3200/rel-mickeyspeedway)

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NINTENDO SHIFTS EXCITEMENT INTO HIGH GEAR

Excitebike® *64* Brings Intense Four-Player Motocross Action To N64®

REDMOND, Wash., May 1, 2000 – Motorcross catches serious air with Excitebike 64, making players' adrenaline pump from high-flying jumps, mid-air stunts and turbo-boosting wheelies. The updated version from the famous Nintendo Entertainment System® comes to Nintendo® 64 with brand new modes, gorgeous graphics and exceptional gameplay mechanics while retaining the true arcade feel of the original. Developed by Left Field Productions, *Excitebike 64* is available May 1, 2000 for a suggested retail price of $59.95.

"True motocross action arrives on N64 with enough modes and game play features to keep players going full throttle," says Peter Main, Nintendo's executive vice president, sales and marketing. "The game's intense four-player mode and stunning graphics are guaranteed to make *Excitebike 64* the best motocross game available on any system."

Excitebike 64 boasts more than 20 tracks to challenge players' motocross skills including indoor stadiums and massive outdoor environments, with plenty of jumps, bumps and stunts for up to four players. The accurately-modeled physics engine maintains the realism of motocross action and tight bike control. *Excitebike 64's* realistic rider and detailed crash animations give players a true sense of being part of the action.

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The game also sports an in-depth track editor allowing players to design their own race and stunt courses. Players can let their imaginations run wild designing extreme tracks with hairpin turns, massive jumps and variable terrain. The high-powered graphics in *Excitebike 64* provide ultra-realistic detail to all the tracks and action. Bikes kick up dirt and mud as they race through a number of different environments including mountain trails, jungle courses and a never-ending desert. *Excitebike 64* looks even more stunning when played with the N64 Expansion Pak™, which gives an added turbo boost to already impressive visuals.

Packed with plenty of riding options and game play modes, *Excitebike 64* has almost unlimited replay value. In addition to standard racing and stunt modes, players can unlock a challenging mountain climbing feature, a bike-based soccer match and other courses. There is even a version of the original 8-bit *Excitebike* and a number of other secret features hidden within the game. To learn more about the special features in Excitebike 64 and details on other sports titles from Nintendo, visit www.nintendosports.com.

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The independent Entertainment Software Rating Board (ESRB) rates *Excitebike 64* "E" for "Everyone." For more information about the ESRB visit www.esrb.org.

For more information about Nintendo products, visit the company's web site at www.nintendo.com.

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2000 NINTENDO® 64 HARDWARE AND ACCESSORY LIBRARY

The following hardware and accessory items enhance the entertainment value and game play experience found only on the N64®.

HARDWARE

N64 FUNTASTIC COLOR SERIES
64-bit CPU
MSRP: $99.95

- The newest addition to the Nintendo 64 console -- available in six exciting colors:

Grape	(Purple)	Fire	(Orange)
Jungle	(Green)	Ice	(Blue)
Smoke	(Gray)	Watermelon	(Red)

- Each features a matching controller, A/C adapter and stereo A/V cable
- Compatible with N64 Expansion Pak™, a 4MB Random Access Memory (RAM) cartridge that plugs into the "memory expansion" port on top of the N64, doubling the system-memory to 8MB total for increased screen resolution, better frame rate, increased color depth, and more sophisticated artificial intelligence

POKéMON STADIUM™ BATTLE SET
Limited Edition Hardware Bundle Pak

MSRP: $149.95

- The bundle includes an N64 control deck, two controllers (one gray and one Atomic purple controller), the N64 Transfer Pak™, *Pokémon Stadium* game pak, a Battle Guide, Pokémon Poster, and a Pokémon Wizards of the Coast trading card

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N64 2000 HARDWARE/ACCESSORIES
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ATOMIC PURPLE SET

MSRP: $99.95

- The bundle includes an N64 control deck and two controllers (one gray and one Atomic purple)

N64 ACCESSORIES

N64 FUNTASTIC COLOR CONTROLLERS

MSRP: $29.95

- Matching controllers are available in each of the new N64 Funtastic colors: Grape, Jungle, Smoke, Fire, Ice, Watermelon

EXPANSION PAK

Nintendo 64 System-Memory Accessory

MSRP: $29.95

- Doubles the system-memory capabilities to 8MB, providing game developers with the ability to create games with more enhanced graphics, sound and game play. More intricate puzzles and unique level or track design are enhanced via:
  - ***Increased Screen Resolution***: Allows games to be displayed in "high resolution" mode (640 pixels x 480 pixels) for the sharpest graphics possible
  - ***More Texture/Increased Color Depth***: Additional memory can be used to create a wider variety of terrain in an environment, providing a "richer" look to a game with 16.7 million colors – for crisper, more-colorful, "high resolution" graphics
  - ***More Character Animation and Sophisticated Artificial Intelligence***: Allows characters to have detailed movement and behave more independently, providing for greater realism
  - ***Longer Replays***: A key feature in sports and racing games, longer replays allow players to watch a replay of a great play or record-setting race

TRANSFER PAK

MSRP: $29.95

- Allows players to interface their Game Boy® games with N64
- Load data from Game Boy games directly to the N64 with this special accessory that plugs into the Nintendo 64 controller
- Currently supports *Pokémon™ Red/Blue/Yellow* for Game Boy and *Pokémon Stadium* and *Mario Golf* ™for N64

RUMBLE PAK ™

MSRP: $29.95

- Allows players to "feel" all the action and effects via an innovative vibration technology
- Compatible with more than 175 N64 games

# # # #

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS
Reilly Brennan or
Edie Kissko (213) 623-4200

2000 NINTENDO® 64 PRODUCT LIBRARY

Nintendo continues to provide video game players with the best games in the industry. The following titles, scheduled for release in 2000, showcase the unmatched technology and game play dynamics found only on N64®.

For Pokémon products for N64 and Game Boy® Color, please see the Pokémon 2000 Product Library Fact Sheet.

THE LEGEND OF ZELDA®: MAJORA'S MASK™
Adventure/Role-Playing, One Player
AVAILABLE: **November 20**
MSRP: **$69.95**
ESRB Rating: **RP**

- Link returns to the N64 in a sequel to the 1998 Interactive Game of the Year, *The Legend of Zelda®: Ocarina of Time™*
- This next chapter in the epic *Zelda* series features new worlds to explore, more secrets to discover and new enemies to battle
- Link is lured by a strange masked figure into an entirely new, yet oddly familiar world, where he quickly learns that in this alternate dimension, the ominous moon that dominates the sky above will come crashing down, destroying this world and everything in it
- Link will be able to transform into new characters by donning magical masks giving him exciting new abilities and powers while unveiling new mysteries
- Time plays a significant role in the overall game design, challenging players to complete certain tasks and objectives either at night or during the day. Battle against the flow of time as Link is trapped in a three-day race to save the world and himself from impending doom
- Features improved graphics and more on-screen enemies for action-packed battles, all made possible through use of the N64 Expansion Pak™, which is required to play (sold separately)
- Rumble Pak™ compatible
- Developed and published by Nintendo of America Inc.

-MORE-

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NINTENDO 2000 SOFTWARE
2-2-2-2

DINOSAUR PLANET™
Action/Adventure, One Player
AVAILABLE: **Holiday**
MSRP: **TBD**
ESRB Rating: **RP**

- Rare, the creators of blockbuster hits such as *Banjo-Kazooie™*, *Donkey Kong® 64* and *Jet Force Gemini™*, takes players on a journey to a mystical 3-D world where Dinosaurs rule the land
- Control two exciting new characters, Sabre and Krystal, as they fight to save Dinosaur Planet from an evil so powerful it could destroy the entire universe
- Play and interact with your dinosaur sidekicks—a pterodactyl princess named Kyte and a triceratops prince called Tricky
- Experience ground-breaking game play, stunning landscapes and a variety of colorful characters in this epic fantasy
- Listen to the games' evocative soundtrack with full support from Dolby Surround Sound
- Become fully immersed in the action and engaging storyline with the help of situation-based controls
- Enjoy hours of speech combined with lifelike animation and facial expressions to create depth and emotion for an enormous cast of more than 50 new characters
- Experience a world rich with real-time environmental effects, such as shadows, reflections, wind, rain, snow, fog and a complete day/night system
- Developed and published by the world-famous game designers at U.K.-based Rare Ltd. and distributed by Nintendo of America Inc.

BANJO-TOOIE™
Action/Adventure, One to Four Players
AVAILABLE: **August 28**
MSRP: **$59.95**
ESRB Rating: **RP**

- The team behind the award-winning *Banjo-Kazooie* returns with an all-new epic adventure, featuring everybody's favorite bear and bird duo
- Join Banjo, the bear, and his wise-cracking Breegull partner, Kazooie, as they continue their battle against a recently exhumed Gruntilda, the witch, and her evil sisters
- Experience a whole cauldron full of new features, including refined textures, Dolby Surround Sound, 16:9 enhanced widescreen mode, real-time lighting, an expanded interactive soundtrack and more mini-games than you can shake a broomstick at
- Discover and explore eight breathtaking new worlds on the mysterious Isle o' Hags and battle 10 unique bosses in your quest for the Jiggies, and a showdown with the wart-covered coven
- Marvel at the dynamic duo's amazing arsenal of more than 40 abilities at their disposal, including the Breegull Blaster, Claw Clamber Boots, Bill Drill, and the wacky Clockwork Kazooie Eggs
- Even the odds by kicking Kazooie out of Banjo's backpack, allowing the bear and bird to be controlled separately. Also control Mumbo Jumbo, the shaman, and his amazing bag of spells
- *Tooie* features more than 125 new characters, plus the welcome and not-so-welcome return of a few favorites. And yes, the Jinjos are back and they still haven't learned how to stay out of trouble . . .
- Challenge your friends over a series of more than 10 multi-player games for up to four players, including Bottles' Revenge and the hilariously unique egg-blasting first person shootouts!
- Developed by the world-famous game designers at U.K.-based Rare Ltd. and published by Nintendo of America Inc.

-MORE-

NINTENDO 2000 SOFTWARE
3-3-3-3

MICKEY'S SPEEDWAY USA
Adventure Racing, One to Four Players
AVAILABLE: **Holiday**
MSRP: **TBD**
ESRB Rating: **RP**

- This action-packed game puts players in the driver's seat with all of the classic Walt Disney characters
- Help Mickey and his pals save Pluto from the crooked weasels
- Play as Mickey, Minnie, Donald, Daisy, Goofy or Pete in a race to rescue Pluto
- Experience a total of five Grand Prix circuits, each with four races. Choose to race the first three circuits in any order, and finish all three to open the fourth. Then find hidden items in the first four circuits to open the fifth, and final, Grand Prix course
- Pursue the weasels through a variety of American locales
- Developed by the world-famous game designers at U.K.-based Rare Ltd. and published by Nintendo of America Inc.

KIRBY 64™: THE CRYSTAL SHARDS
Adventure, One to Four Players
AVAILABLE: **June 26**
MSRP: **$59.95**
ESRB Rating: **E**

- Nintendo's famous Kirby returns in his most dazzling adventure to date, exclusively on N64
- Flying, floating, rolling or swimming, Kirby and friends must valiantly fight to save the peaceful fairy folk o Ripple Star from the marauding Dark Matter
- Visit six stunningly beautiful planets, featuring a kaleidoscope of dazzling colors and fantastic environments
- Challenge more than 50 enemies and individual bosses in Kirby's first 3-D journey
- Use Kirby's amazing sucking power to inhale enemies, acquire their attacks and then unleash them in brilliant new ways
- Enjoy *Kirby 64* as a one-player game, or play multi-player mini-games that are all about fun, with up to four players who can blast, bash and dash past each other
- Developed by HAL Laboratories, developers of the blockbuster hit, *Super Smash Bros.* ™, and published by Nintendo of America Inc.

-MORE-

NINTENDO 2000 SOFTWARE
4-4-4-4

STARCRAFT 64™
Real-Time Strategy, One to Two Players
AVAILABLE: **June 12**
MSRP: **$59.95**
ESRB Rating: **T**

- Real time strategy invades the N64 with the debut of *Starcraft 64*
- This upgrade of the best-selling PC title features all of the missions and units available in the original game along with those from the Brood War expansion title
- The fate of the universe is determined as the complex story line unfolds, revealing exciting twists and turns in the plot
- Experience new missions and power-ups created exclusively for the N64
- Conquer more than 50 missions by managing resources, building troops and planning battle strategies – all in real time
- Choose from three different races with unique sets of units, technologies, attributes and abilities. All missions are played differently based on the choice of species
- Developed by Mass Media in conjunction with Blizzard Entertainment® and published by Nintendo of America Inc.

PAPER MARIO™
Role-Playing, One Player
AVAILABLE: **December 26**
MSRP: **$59.95**
ESRB Rating: **RP**

- This title breaks through the traditional visual appearance of video games to feature a unique artistic style of a 2-D look in a 3-D rendered world
- Mario takes center stage with brick-bashing, Koopa-kicking action and intense RPG-style battles
- The game design makes players feel as if they have entered an animated painting featuring all of Nintendo's classic characters travelling through the mystical realm of the Mushroom Kingdom
- Watch the scenery "unfold"-- paper-thin 2-D characters flip, flop and flutter their way through a robust and colorful 3-D world
- Experience a melodramatic story filled with the usual cast of Mario game characters, such as Luigi™, Peach™ and Bowser™, Goombas™, Bob-ombs and more
- Developed by Intelligent Systems and published by Nintendo of America Inc.

MARIO TENNIS™
Tennis, One to Four Players
AVAILABLE: **September 25**
MSRP: **$59.95**
ESRB Rating: **RP**

- Mario and friends challenge players to a friendly match of tennis
- Created by the same company behind 1999's smash hit, *Mario Golf* ™
- Join Mario and the gang as they serve up even more fun-filled sports action. Up to four players can enjoy practice sets, tournaments, challenge modes and more
- Experience simple yet realistic play control--mix your game up with long lobs, viscous-volleys, backhand blasts and varying degrees and styles of spin
- Unlock more than a dozen characters--all with unique attributes of power, speed, spin and control. Look for favorites from Mario's past, and even some new friends--or enemies
- Developed by Camelot and published by Nintendo of America Inc.

-MORE-

NINTENDO 2000 SOFTWARE
5-5-5-5

EXCITEBIKE® 64
Motocross Racing, One to Four Players
AVAILABLE: **May 1**
MSRP: **$59.95**
ESRB Rating: **E**

- A Nintendo Entertainment System® classic is updated for the 3-D era with brand new features and adrenaline-pumping game play
- Experience motocross racing at its finest with high-flying jumps, in-air stunts, turbo-boosting and more
- Compete on more than 20 different tracks, such as indoor stadium arenas, outdoor courses with massive jumps and a never-ending desert area
- Make death-defying train, canyon and water jumps on extreme outdoor tracks
- Race in the tournament mode or impress the crowd by "catching air" in the stunt competition
- Enjoy arcade-style game play highlighted by accurately-modeled physics for intense realism
- Design individualized extreme courses with the help of a comprehensive track editor and an extensive set of tools
- Developed by Left Field Productions and published by Nintendo of America Inc.

PERFECT DARK™
Action/Adventure, One to Four Players
AVAILABLE: **May 22**
MSRP: **$69.95**
ESRB Rating: **M**

- Meet Joanna Dark, a beautiful young secret agent assigned the deadly task of rescuing a kidnapped scientist from the evil dataDyne Corporation
- Experience an epic storyline that unfolds with intense cinematic realism
- Guide Joanna from the towering Chicago skyscrapers to an alien crash site at the bottom of the Pacific Ocean, while completing a number of strategic objectives
- Compete with up to four players on a number of specially designed levels in the intense multi-player mode
- Program computer-controlled "Simulants" as additional multi-player opponents for a total of 12 combatants
- Beware of new artificial intelligence advances, such as friend/foe identification and threat assessment while encountering some of the most cunning enemies to ever haunt the N64
- Experience astonishing visuals and special effects like dust, steam and sun glare, produced by real-time lighting
- The game runs on an enhanced version of the award-winning *GoldenEye 007™* game engine, complete with graphical and technical improvements
- Developed and published by the world-famous game designers at U.K.-based Rare Ltd. and distributed by Nintendo of America Inc.

-MORE-

NINTENDO 2000 SOFTWARE
6-6-6-6

ETERNAL DARKNESS™
Horror/Thriller, One Player
AVAILABLE: **October 30**
MSRP: **$59.95**
ESRB Rating: **M**

- This dark action/adventure takes players on a trip through time in a battle against hordes of evil beings bent on enslaving the human race
- Choose from several different characters and an arsenal of weapons, ranging from medieval swords and magical spells to modern military hardware
- Experience the cinematic camera angles which give the game a movie-like feel, while dynamic lighting effects create some of the most eerie environments to ever haunt the N64
- Feel true suspense created by animated scenes, which develop the storyline and encounters with gangs of evil fiends and dangerous creatures with shocking surprises lurking around every corner
- Focus on the engrossing storyline and puzzle-solving aspects with the help of situation-based controls. Characters react appropriately based on the situation
- Developed by Silicon Knights and published by Nintendo of America Inc.

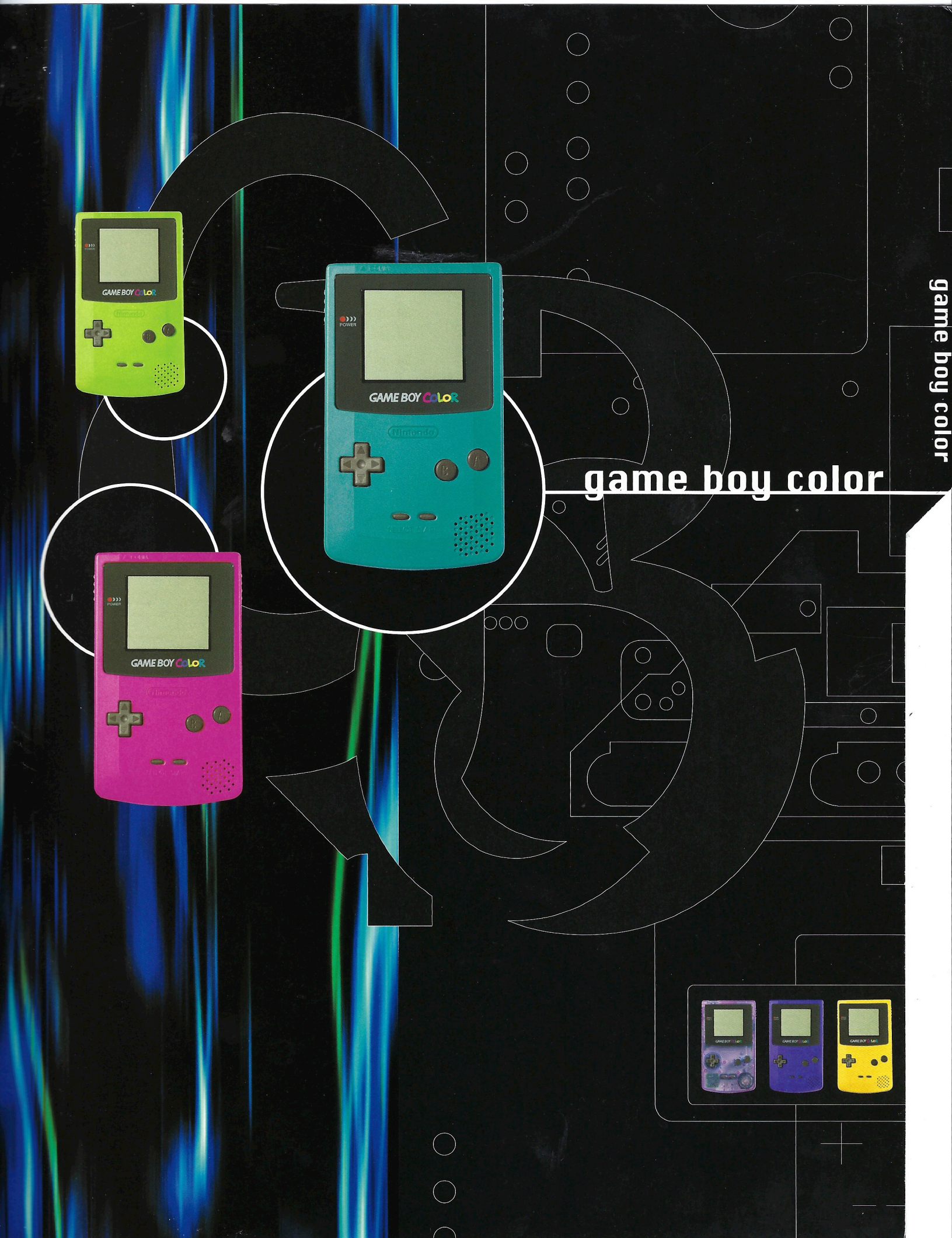
CONKER'S BAD FUR DAY™
Action/Adventure, One to Four Players
AVAILABLE: **December 4**
MSRP: **$69.95**
ESRB Rating: **M**

- It looks like Conker, the squirrel, had a bad night, and now, equipped with only a frying pan and a hangover, he's about to experience the worst day of his life: a "Bad Fur Day"
- Irreverent, burlesque, sarcastic, yet utterly fun, *Conker's Bad Fur Day* truly pushes the envelope for mature-themed video games
- Experience incredible, cinematically-cut scenes which develop the ground-breaking storyline
- Story-arcs move through the environments, populated by numerous personalities going about their daily business. Then along comes Conker to mess it all up…
- Amazing facial expressions let you feel Conker's pain, pleasure and other more mundane emotions
- Includes one- to four-player death-match and team games, including up to 15 computer-controlled opponents to challenge
- Features no plumbers or monkeys
- Developed and published by the world-famous game designers at U.K.-based Rare Ltd., and distributed by Nintendo of America Inc.

# # # #

GAME BOY COLOR

GAME BOY COLOR


game boy color
game boy color
POWER
GAME BOY COLOR
Nintendo

GAME BOY®

RISES TO THE TOP

1989: Since its introduction 11 years ago, the Game Boy family of products has entertained millions of people and has become the world's most popular video game system ever.

1989

1994: Nintendo releases the Super Game Boy® adapter for the Super Nintendo Entertainment System®, allowing game fans to play all Game Boy games in color on their TV screen.

1994

1995: Nintendo releases the successful *Play It Loud™* Game Boy series with black, red, green, yellow and clear color casings.

1995

1996: Nintendo releases the sleek, slim Game Boy® pocket, featuring a 30 percent smaller unit with a new liquid crystal display screen for improved clarity in game play.

1996

1997: Game Boy pocket launch brings *Play it Loud* colors to the new sleek portable game system.

1997

1998: Game Boy Color, the most recent addition to the Game Boy family, is introduced. The highly anticipated pocket-sized unit allows Game Boy games to be played in full color for the first time.

1998: Game Boy fans see the introduction of Game Boy Camera and Game Boy Printer, as well as the cultural phenomenon that is known as Pokémon.

1998

1999: Nintendo unveils a new line of Game Boy Color casings in Grape, Atomic Purple, Berry, Kiwi, Dandelion and Teal. Game Boy Color hardware sales increase 142% over 1998 while software increases 153%.

1999: Due to Pokémania, Nintendo held five of the best-selling Game Boy titles in 1999. The limited-edition Pokémon Game Boy Color hardware bundle for the *Pokémon Yellow Version: Special Pikachu Edition™* sells more than 3.8 million cartridges in less than six months.

1999: In 1999 Game Boy accounted for 100% of the total growth in the U.S. video game industry.

1999

2000: More than 1.3 million Game Boy Color units are sold in the first quarter of 2000.

2000: The N64 Transfer Pak™, packaged with *Pokémon Stadium* ™ for the Nintendo®64, allows players for the first time to transfer their captured and trained Pokémon from the Blue, Red and Yellow Game Boy games directly to the N64.

2000: More than 200 new games are set for release, including: *Pokémon ™ Gold* and *Silver, Perfect Dark ™, Wario Land 3 ™, Donkey Kong Country™, Crystalis ™, Warlocked ™, Pokémon Puzzle League ™, The Little Mermaid 2: Pinball Frenzy.*

2000

Nintendo®

GAME BOY COLOR

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS
Reilly Brennan or
Edie Kissko (213) 623-4200

2000 GAME BOY® COLOR PRODUCT LIBRARY

The following list features Nintendo's Game Boy Color products scheduled for release in 2000, including exclusive new software that highlights the system's proprietary color technology. These new products demonstrate the unmatched versatility of Game Boy in portable entertainment and its continued dominance in the hand-held video game category for more than 11 years.

For Pokémon 2000 products for Game Boy Color and N64®, please see the Pokémon 2000 Product Library Fact Sheet.

WARIO LAND 3™
Adventure/Puzzle, One Player

AVAILABLE: **May 30**
MSRP: **$29.95**
ESRB Rating: **E**

- The immortal Wario is back for loads of new action, new puzzles and new challenges in his most expansive adventure yet
- Wario gets sucked into a strange world inside a mysterious music box where he must help a shadowy figure recover its stolen powers which have been sealed away in five magical boxes. Wario must find the five hidden music boxes and recover the lost powers if he is to return to his own world.
- Journey through 25 gigantic levels in search of collectible treasures and countless coins
- Watch levels grow larger as players progress through the game and Wario gains new abilities and items to open new areas and secrets
- Developed and published by Nintendo of America Inc.

-MORE-

GAME BOY COLOR 2000
2-2-2-2

PERFECT DARK™
Action/Adventure, One to Two Players Simultaneous

AVAILABLE: **September 11**
MSRP: **$34.95**
ESRB Rating: **RP**

- Joanna Dark makes her debut on Game Boy Color in this companion game to Rare's N64 masterpiece
- Follow Joanna during the final stages of her training at the Carrington Institute in this portable version of *Perfect Dark*
- Test Joanna in real combat for the first time with new missions designed exclusively for Game Boy Color, complete with digitized speech and cinematic-cut scenes
- Discover an evil corporation running an illegal cyborg manufacturing facility in the South American jungle, and agent Dark has become an unwilling link in a much larger chain of events
- Enjoy a great deal of variety in the game play, mixing puzzles and mini-games with furious shooting action
- Use the Game Link™ cable for two-player action; Game Boy Printer and infrared data transmission capabilities are also available
- Developed and published by the world-famous game designers at U.K.-based Rare Ltd., and distributed by Nintendo of America Inc.

DONKEY KONG COUNTRY™
Action/Adventure, One to Two Players

AVAILABLE: **August 28**
MSRP: **$29.95**
ESRB Rating: **RP**

- Play the game that defined the 2-D platform game era
- This portable version of the Super NES® classic features all of the original levels and game play elements along with plenty of new features
- Experience the game in which Donkey Kong's little buddy—Diddy Kong®—originally made his debut! Plus, DK is joined by even more Kongs, including Funky, Cranky and Candy
- Get some help from DK's animal friends—including Rambi the Rhino, Enguarde the Swordfish, Winky the Frog and Squawks the parrot—in this awesome side-scrolling adventure
- Enjoy added features including one and two player bonus games via the Game Link cable, and printable DK sticker collection via Game Boy Printer
- Developed by the world-famous game designers at U.K.-based Rare Ltd., and published by Nintendo of America Inc.

-MORE-

GAME BOY COLOR 2000
3-3-3-3

CRYSTALIS™
Action/Role-playing, One Player

AVAILABLE: **June 26**
MSRP: **$29.95**
ESRB Rating: **RP**

- The role-playing adventure comes exclusively to Game Boy Color
- Play an updated and enhanced conversion of the 8-bit Nintendo Entertainment System®, created to take advantage of Game Boy Color's technology
- Assume the role of a hero who must save the world from an evil wizard
- Enjoy in-game cinematics featuring digitized human speech
- Battle monsters, interact with dozens of characters and gain access to powerful weapons and magic
- Licensed by SNK, converted by Nintendo Software Technology and published by Nintendo of America Inc.

WARLOCKED™
Adventure/Strategy, One to Two Players Simultaneous

AVAILABLE: **July 24**
MSRP: **$29.95**
ESRB Rating: **RP**

- Real-time strategy and resource management come exclusively to Game Boy Color in this fantasy adventure
- Choose to play as either the Humans or the Beasts as you mine gold, chop trees, construct and repair buildings, then train armies and deploy your troops into battle
- Experience context-sensitive artificial intelligence which causes units to react differently depending on the target selected. For example, if a Grunt targets trees, he will begin to chop them down; however, if he targets a building, he will repair it
- Accomplish mission objectives ranging from defeating Beast hordes to raiding a castle and rescuing the queen
- Have wizards demolish the enemy with earthquakes, lightning storms, plagues or even transmutation that turns enemy units into pigs or chickens
- Battle more than two dozen levels with varying difficulties
- Explore the levels, revealing treasure troves, hidden maps, dragon lairs and more in a number of adventures
- Create your own armies and trade them via the Infrared Communications Port
- Battle head-to-head with other players using the Game Link cable (sold separately)
- Developed by Bits Studios Ltd., and published by Nintendo of America Inc.

-MORE-

GAME BOY COLOR 2000
4-4-4-4

POCKET SOCCER
Soccer, One to Two Players Simultaneous

AVAILABLE: **TBD**
MSRP: **TBD**
ESRB Rating: **RP**

- Action-packed, arcade style pocket soccer kicks its way to Game Boy Color
- Play on both indoor (astroturf, cork court) and outdoor (grass, sandy beach) surfaces that affect player and ball physics
- Enjoy three different modes of soccer, including exhibition, knockout and league play
- Trade players with a friend or the computer via the Game Link cable or infrared communications port
- Improve player stats, with Training Mode mini-games, such as shooting, tackling, running, passing and saving
- Record team member stats including stamina, skill, tackling, agility, accuracy, power, team play, speed and IQ
- Experience context-sensitive controls, which allow for three different kicks (pass, shoot or clearance) and two types of tackles (slide, block)
- Developed by Game Play Studios and published by Nintendo of America Inc.

THE LITTLE MERMAID 2: PINBALL FRENZY
Pinball, One to Four Players Alternating

AVAILABLE: **December 4**
MSRP: **$34.95**
ESRB Rating: **RP**

- It's pinball under the sea as players rack up points in this exciting Game Boy Color exclusive game based on the hit Disney film series
- Choose from two *Little Mermaid*-themed tables and 16 mini-games
- Enjoy conventional pinball elements combined with *The Little Mermaid* theme: ball saver is indicated by a trident; seahorses act as bumpers; and Flounder, Ursula's cave and the shipwreck are targets within the game

# # # #

GAME BOY COLOR

News Release

FOR IMMEDIATE RELEASE

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WORLD'S BEST SELLING VIDEO GAME SYSTEM HOTTER THAN EVER

Nintendo's Game Boy® Continues To Set Industry Records With Innovative New Software

LOS ANGELES, May 10, 2000 – Nintendo's Game Boy is already the best-selling video game system in history, but 11 years after launch, the hand-held dynamo is still breaking sales records. In 1999, Game Boy accounted for 100 percent of the total growth in the video game industry. In the United States alone, Game Boy Color sold nearly 8 million hardware systems in the 1999 fiscal year ending March 31, and is expected to equal or surpass that number in the current fiscal year thanks to a number of exciting new titles coming to market.

"Never in the history of interactive entertainment—and perhaps in any entertainment sector—has a product so completely dominated its category as Game Boy," says Peter Main, Nintendo's executive vice president, sales and marketing. "To match its success, just one brand of television or VCR or personal computer would have to represent over 90 percent of all sales worldwide for more than a decade—it's almost incomprehensible."

Nintendo expects Game Boy Color to continue its current success with the fall 2000 release of the highly anticipated *Pokémon*™ *Gold* and *Silver*, along with more than 200 new games, including the classic *Donkey Kong*® *Country*, the role-playing adventure *Crystalis*™ and a portable version of *Perfect Dark*™. Other exciting Game Boy Color software includes *Wario Land 3*™, the strategy-based *Warlocked*™ and a new addition to the Pokémon phenomenon, *Pokémon Puzzle League*™.

In addition to these games, Nintendo and Disney Interactive, two of the most powerful and innovative companies in the entertainment business today, are teaming up to debut two new Game Boy Color titles at this year's E^3 show. The classic Disney properties *Alice in Wonderland* and *The Little Mermaid 2: Pinball Frenzy* are both headed to Game Boy Color in 2000.

-MORE-

GAME BOY COLOR 2000
2-2-2-2

Game Boy's retail success has defied the traditional life cycle of approximately five years for any generation of video game consoles. Twenty percent of every video game dollar spent at retail is spent on Game Boy hardware or software. Game Boy sales in the U.S. last year increased by 250 percent, and its share of total industry retail revenues grew from six percent of all sales in 1998 to 19 percent in 1999*. Although much of that boom was fueled by the unprecedented success of Pokémon-related Game Boy games, those titles still represented less than half of all Game Boy software sales.

The original grey-colored, monochromatic, larger Game Boy launched in 1989. Succeeded by a series of color housings and a smaller, pocket-sized unit, it finally evolved into the current, full color Game Boy Color technology.

Game Boy is unrivaled in delivering 'something for everyone,' offering more than 1,000 different games worldwide. Among the 350 million games sold internationally, more than 30 million have starred Nintendo mascot Mario®, and more than 35 million included the phenomenally popular Pokémon characters.

Nintendo Co., Ltd., of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 1 billion video games worldwide, has created such industry icons as Mario® and Donkey Kong® and launched franchises like *The Legend of Zelda*® and *Pokémon*™. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64 and Game Boy – the world's best-selling video game system. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in North America.

For more information about Game Boy Color and other Nintendo products visit the company's web site, www.nintendo.com.

# # # #

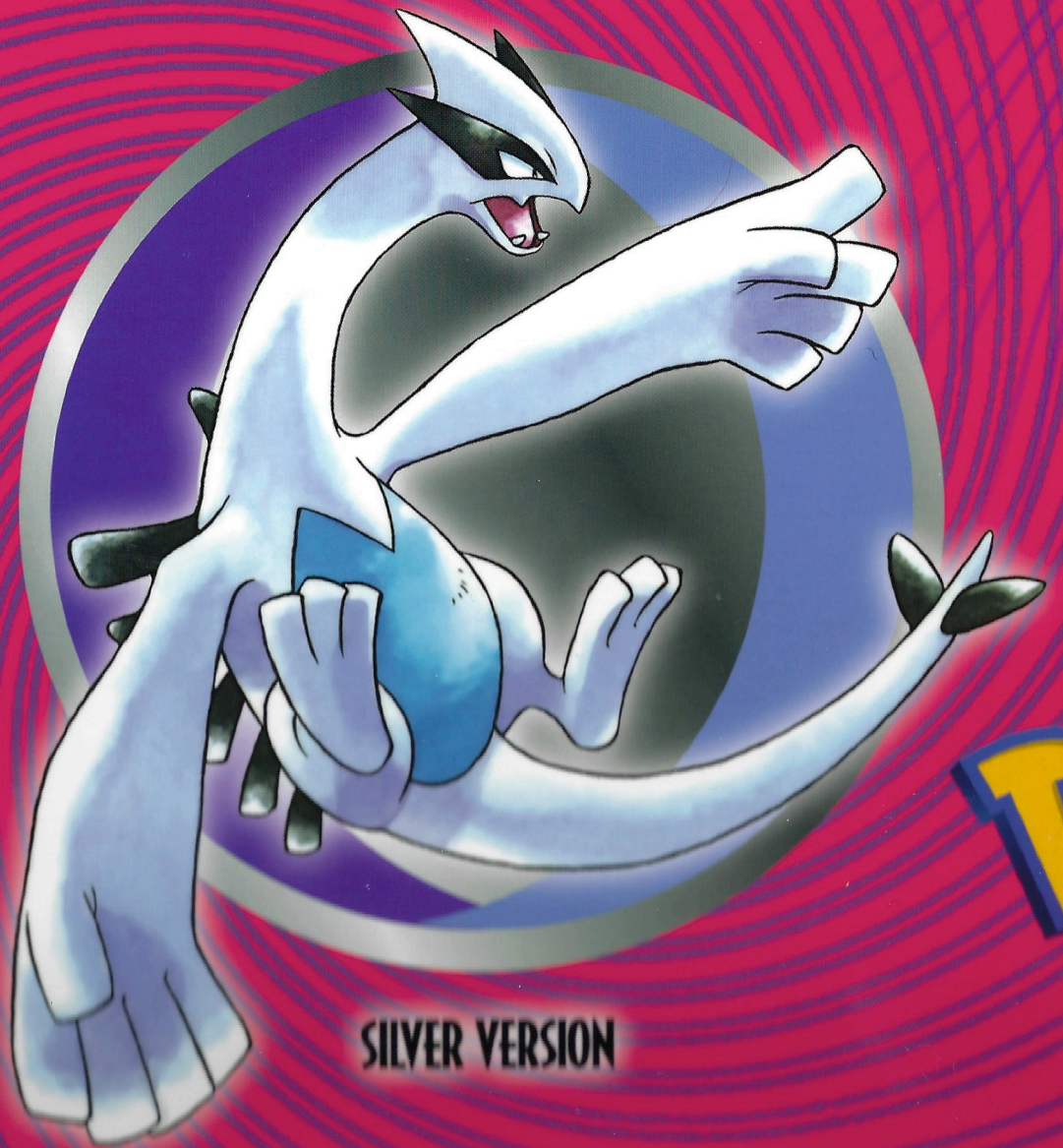
*TRSTS independent sales data, NPD Group, 1999, 2000

(ieg/e3200/rel-GameBoyLead)

POKÉMON

GOLD VERSION

Pokémon



SILVER VERSION

Pokémon 2000 News Release

FOR IMMEDIATE RELEASE

CONTACTS:
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NEW *POKéMON™ GOLD* AND *SILVER* VIDEO GAMES PROJECTED TO BECOME AMERICA'S TOP SELLERS

Nintendo Titles Expand Phenomenon, Introduce Host of New Pokémon Characters

LOS ANGELES, May 9, 2000 – It's what virtually every kid has demanded… and every parent feared. This fall, Nintendo of America Inc.'s Pokémon universe gets even bigger with the arrival of new characters to capture in two new Game Boy® Color games: *Pokémon Gold* and *Pokémon Silver*. In Japan, players bought more than 5 million units of *Pokémon Gold* and *Silver* in the first five weeks following its November 1999 launch. Nintendo of America expects to surpass that number when the titles arrive in the United States on October 16, 2000. *Pokémon Gold* and *Silver* promise to become the biggest-selling video games of all time, with sell-through of 10 million cartridges projected in the first six months.

With new characters including Lugia™, Ho-Oh™, Togepi™, Hoot-Hoot™ and Marill™, brand new features, such as a complete time management system and the ability to hatch pre-evolved Pokémon, *Pokémon Gold* and *Silver* is a tremendous evolution in this incredible franchise. The games offer new territory to explore, new goals to attain and, of course, new Pokémon to capture, train and battle.

"Mirroring the ongoing Poké-mania in Japan, the huge appeal of Pokémon will continue to grow throughout 2000 at an astounding rate," says Gail Tilden, Nintendo's vice president, product acquisition and development. "We expect October 16 to be one of the most significant days in the history of entertainment, as *Pokémon Gold* and *Silver* are unveiled for the millions of Poké-fans."

-MORE-

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Pokémon Gold and Silver
2-2-2-2

As players set out on their new journey in *Pokémon Gold* and *Silver*, they are provided with PokéGear to assist them in their travels. The PokéGear includes a cellular phone for receiving calls from characters in the game, a radio that picks up game tips from broadcasts in new towns, and a map that displays the route between new territories. The games also include a clock that must be set when gameplay begins. Time plays a significant role in *Pokémon Gold* and *Silver*, as certain Pokémon are nocturnal and can only be seen at night. A number of new Poké Balls are available to collect in order to capture more specific types of creatures, and now original Pokémon characters have new forms of evolution!

Pokémon Gold and *Silver* are compatible with the Red, Blue and Yellow versions of Pokémon for trading and battling with friends. The games are all playable on both Game Boy and Game Boy Color systems.

This fall, Nintendo will also launch the successor to the portable *Pokémon Pikachu*™. *Pokémon Pikachu 2* is the only virtual pet in the world that can be taken out for a walk... literally. The electronic pet features a built-in meter that tallies the amount the owner travels. The more steps the owner takes, the better the relationship becomes between Pikachu and its owner. *Pokémon Pikachu 2* features color graphics and new detailed animations. This innovative sequel will also interact with *Pokémon Gold* and *Silver* through Game Boy Color's infrared communication port for a whole new spin on the adventure.

The second half of 2000 will also see the successful Pokémon franchise continue to expand with a host of new licensed products, including exciting new toys, trading cards and hundreds of other products. In conjunction with Kids!WB and 4Kids Entertainment, a new Pokémon movie entitled: "Pokémon the Movie: 2000" will be released on July 21. Beginning this fall, brand new episodes of the top-rated animated series will hit the air, featuring compelling new storylines and characters from the Gold and Silver series.

The Pokémon phenomenon began in America in September 1998 with the release of the original Red and Blue Game Boy games and debut of the animated television series. In the United States to date, Nintendo has sold more than 17.3 million Pokémon-related video games. Leisure Concepts Inc., a division of 4Kids Entertainment Inc. (Nasdaq: KIDE) is Nintendo of America's exclusive licensing agent for Pokémon in all territories excluding Asia. In 2000, Nintendo projects the Pokémon franchise total retail revenues to exceed $3.0 billion in the United States alone. Pokémon launched in Europe in October 1999 and has truly become a worldwide cultural and retail phenomenon.

-MORE-

Pokémon Gold and Silver
3-3-3-3

Nintendo Co., Ltd., of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 1 billion video games worldwide, has created such industry icons as Mario® and Donkey Kong® and launched franchises like *The Legend of Zelda*® and *Pokémon*™. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64 and Game Boy – the world's best-selling video game system. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in North America.

The independent Entertainment Software Rating Board (ESRB) lists *Pokémon Gold* and *Silver* "RP" for "Rating Pending." For more information about the ESRB visit www.esrb.org.

For more information about Pokémon products visit the official Pokémon web site, www.pokemon.com.

# # # #

(ieg/e3200/rel-gold&silver)

Pokémon 2000 News Release

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS
Reilly Brennan or
Edie Kissko (213) 623-4200

HEY YOU, PIKACHU!™ SPEAKS VOLUMES FOR NINTENDO® 64

Innovative Voice-Recognition Game Lets Players Interact With Favorite Pokémon™ Character

LOS ANGELES, May 10, 2000 – "Let's play!" This phrase is just one of many players can say to their Pokémon in the first-ever Nintendo game to incorporate voice-recognition technology. Nintendo of America Inc.'s *Hey You, Pikachu!* for N64® lets Pokémon fans make friends with Pikachu on an entirely new level by talking to and playing games with Pikachu. A microphone and voice-recognition system will be included with the game, available November 6 for a suggested retail price of $89.95.

One-on-one game play lets fans share activities and become closer friends with a completely interactive Pikachu. Players gain "friendship points" by keeping Pikachu happy, for example, with lots of compliments. But be careful what you say -- make Pikachu mad and it'll run away!

"With fresh and innovative technologies such as voice-recognition, Pokémon's popularity will expand even further," says Gail Tilden, Nintendo's vice president, product acquisition and development. "*Hey You, Pikachu!* is an irresistible game that's a guaranteed hit this holiday season, further building the franchise's thrill level for Poké-fans."

Hey You, Pikachu! teaches children the importance of friendship, cooperation and teamwork through activities, such as fishing, gathering recipe ingredients, and even searching for treasure on a beach.

-MORE-

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Hey You! Pikachu!
2-2-2-2

Pikachu interacts with a variety of Pokémon to perform several tasks. It cooks up a stew with Bulbasaur, baby-sits a group of Caterpie, and helps some lost Poliwhirl find their way out of the swamp. The game also features cameo appearances by some of the most popular Pokémon characters, including Charmander and Squirtle.

The second half of 2000 will also see the successful Pokémon franchise continue to expand with a host of new licensed products, including exciting new toys, trading cards and hundreds of other products. In conjunction with Kids!WB and 4Kids Entertainment, a new Pokémon movie entitled: "Pokémon the Movie: 2000" will be released on July 21. Beginning this fall, brand new episodes of the top-rated animated series will hit the air, featuring compelling new storylines and characters from the Gold and Silver series.

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The independent Entertainment Software Rating Board (ESRB) lists *Hey You, Pikachu!* "RP" as "Rating Pending." For more information about the ESRB visit www.esrb.org.

For more information about *Hey You, Pikachu!* or other Pokémon products, visit the official Pokémon web site, www.pokemon.com.

# # # #

(ieg/e3200/rel-HeyYouPikachu)

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS
Reilly Brennan
Edie Kissko (213) 623-4200

POKéMON™ 2000 PRODUCT LIBRARY

Since its launch in September 1998, the Pokémon phenomenon has taken the United States by storm, evolving into one of world's largest entertainment franchises. More than 17.3 million Pokémon-related video games have been sold to date in the United States, and there are more exciting Pokémon products on the way for both Game Boy® Color and Nintendo® 64.

GAME BOY COLOR

POKéMON GOLD & SILVER™
Role-Playing/Training/Trading/Collecting, One Player
AVAILABLE: **October 16**
MSRP: **$29.95**
ESRB Rating: **RP**
SYSTEM: **Game Boy Color, Game Boy**

- Play the most anticipated games of the year! More than 5 million units sold in Japan within 5 weeks of its November 1999 launch
- Meet brand-new Pokémon, including Togepi™, Marill™, Snubbull™ and Donphan™
- Enjoy the return of original Pokémon with new evolutionary stages. Find out for the first time whether your Pokémon are male or female. Introduce two of opposite genders, and you may end up with an egg.
- Explore new areas! In addition to the original map there's a whole new world map to check out.
- Beat new gym leaders and earn eight new badges
- Determine night and day in the game with the built-in clock. Some Pokémon are nocturnal and can only be seen at night
- Meet Dark-type and Steel-type Pokémon in addition to the previous 15 Pokémon types
- Enjoy full compatibility with the Red, Blue and Yellow versions for trading and battling

-MORE-

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POKéMON PRODUCTS
2-2-2-2

POKéMON PUZZLE LEAGUE™
Puzzle/ One to Two Players
AVAILABLE: **November 20**
MSRP: **$29.95**
ESRB Rating: **TBD**
SYSTEM: **Game Boy Color**

- Puzzle game full of Pokémon that will appeal to fans of puzzle games like *Tetris Attack*™
- Align three blocks of the same color in any direction and watch them disappear, and the ones above them fall down
- Create chains and combos to score higher—even send garbage to your opponent
- Stay in control to become a Pokémon Puzzle Master
- Enjoy characters from *Pokémon Red* and *Blue*—plus characters from the new *Pokémon Gold* and *Silver* versions too!
- Experience the incredible variety of play modes—6 single-player games, 3 two-player games, a Tutorial Mode and a Professional Mode, allowing both experienced players and newcomers to enjoy this addictive game!

POKéMON™ TRADING CARD GAME
Strategy/Role-Playing, One to Two Players
AVAILABLE: **Now**
MSRP: **$29.95**
ESRB Rating: **E**
SYSTEM: **Game Boy Color, Game Boy**

- Play the Wizards of the Coast® Pokémon trading card game on Game Boy or Game Boy Color, featuring one exclusive, promotional Wizards of the Coast trading card and 18 new cards created exclusively for the video game
- Learn the rules of the trading card game in a step-by-step tutorial, and build and manage virtual card decks
- Collect, trade and duel with your favorite Pokémon trading cards in a quest to defeat the four Grand Masters
- Generate new virtual cards with a friend using the infrared Card Pop! Feature (Game Boy Color only) or duel other card collectors using the Game Link® cable (sold separately)
- Print out your cards with the Game Boy® Printer (sold separately)

-MORE-

POKéMON PRODUCTS
3-3-3-3

POKéMON PINBALL™
Pinball, One Player

AVAILABLE: **Now**
MSRP: **$34.95**
ESRB Rating: **E**
SYSTEM: **Game Boy Color, Game Boy**

- Play pinball with a Poké Ball and Voltorb™ and Shellder™ as bumpers for a whole new way to collect Pokémon on Game Boy
- Experience the built-in rumble feature on one of the first games for Game Boy Color to utilize it, which shakes the entire unit as you knock the Poké Ball around the screen
- Play both the Blue field and Red field to collect all 150 Pokémon
- Hit targets to collect and evolve Pokémon and find the bonus stages allowing players to upgrade the Poké Ball to a Great Ball, Ultra Ball or Master Ball
- Print out high scores with the Game Boy Printer

POKéMON RED* AND *BLUE™
Role-Playing/Training/Trading/Collecting, One Player

AVAILABLE: **Now**
MSRP: **$29.95**
ESRB Rating: **E**
SYSTEM: **Game Boy Color, Game Boy**

- Try to become the "*World's Greatest Pokémon Trainer*" by searching for, training and battling with the 150 different creatures hidden throughout the game environments
- Collect all 150 different creatures by having access to both versions
- Watch certain Pokémon evolve into completely new creatures
- Each of the 150 Pokémon belong to one of 15 different elemental groups, including fire, water and grass
- Battle against and defeat eight master Pokémon trainers in order to progress through the game
- Build up a portfolio of creatures by discovering them in the game environments and trading with other players or with computer-controlled trainers
- Use a Game Boy Game Link® cable (sold separately) to connect systems for two-player interaction and collection of creatures

-MORE-

POKéMON™ YELLOW VERSION: SPECIAL PIKACHU EDITION
Role-Playing/Training/Trading/Collecting, One Player

AVAILABLE: **Now**
MSRP: **$29.95**
ESRB Rating: **E**
SYSTEM: **Game Boy Color, Game Boy**

- Allows players to trade with both the Red and Blue versions to catch all 150 creatures
- Pikachu™ accompanies the player throughout the game, which follows the story line of the #1 animated television program
- Enjoy guest appearances by characters from the animated television series, along with familiar faces such as Professor Oak
- Fully compatible with Game Boy Color for beautiful 56-color graphics; also works in black and white for Game Boy
- Print out the Pokédex using the Game Boy Printer

NINTENDO 64

POKéMON PUZZLE LEAGUE™
Puzzle/ One to Two Players

AVAILABLE: **September 24**
MSRP: **$59.95**
ESRB Rating: **TBD**
SYSTEM: **Game Boy Color**

- Become a Pokémon Puzzle Master in a puzzle game set in a world filled with Pokémon
- Join Ash and Pikachu on their journey to the Pokémon Puzzle League Championship to defeat the mysterious Puzzle Master
- Enjoy six different modes in either 2D or 3D—Main Stadium (1 player vs. computer or 2 players head-to-head), Marathon Field (continuous play), Time Zone (2-minute time limit), Puzzle University (solve puzzles), Pokémon Spa (battle Team Rocket), and Mimic Mansion (learn the game by mimicking a master)
- Defeat all 16 trainers—win their badges and become the Pokémon Puzzle Master
- Match three blocks of the same color in any direction and make them disappear, and the blocks above fall down
- Create chains and combos to score even higher. Send garbage to your opponent, and make sure you stay in control

POKéMON PRODUCTS
5-5-5-5

HEY YOU, PIKACHU!™
Voice Recognition Game, One Player
AVAILABLE: November 6
MSRP: $89.95
ESRB Rating: RP
SYSTEM: Nintendo 64

- Play the first-ever N64 game to utilize voice-recognition technology
- Experience a completely interactive Pikachu™! Speak into the microphone, and Pikachu will listen and respond to your voice
- Microphone and voice-recognition system are included with the *Hey You, Pikachu!* game pak. No additional accessories are necessary

POKéMON STADIUM™
Battling, One to Four Players
AVAILABLE: Now
MSRP: $69.95
ESRB Rating: E
SYSTEM: Nintendo 64

- Pokémon trainers can finally experience exciting Pokémon battles on N64® with all 151 characters featured in full 3-D environments on their television screen
- Load Pokémon from, and play with, *Red*, *Blue* and *Yellow* Game Boy games on the N64 with the special N64 Transfer Pak™ (N64 Transfer Pak is packaged with the game)
- Play Game Boy Pokémon games on any size television screen with the N64 Transfer Pak
- Even without Game Boy Pokémon titles, you can still compete using "Rental Pokémon" and battle in the game's training mode
- Battle with trained Pokémon in a Pokémon battle with up to four players
- Choose from nine exciting mini-games, such as "Run, Rattata™, Run," in which players must race on a treadmill and jump hurdles, and "Ekans'™ Ring Toss," in which players score points by wrapping rings around Diglett™ that pop out of the ground
- Experience the intense single-player mode, which lets Pokémon trainers battle their way to the top against the rival Gym Leaders

-MORE-

POKéMON PRODUCTS
6-6-6-6

POKéMON SNAP™
Collecting, One Player

AVAILABLE:	**Now**
MSRP:	**$59.95**
ESRB Rating:	**E**
SYSTEM:	**Nintendo 64**

- The first Pokémon game for N64 takes players on an exciting trip to Pokémon Island, home to the world's most exotic and popular Pokémon
- Help Professor Oak with his research by photographing wild Pokémon in their natural habitats
- Travel through a number of environments with your trusty camera in a special Zero One vehicle that can travel in the water, on land and through the air
- Capture creative Pokémon poses for the perfect shot. As players become more proficient with the camera, Professor Oak will give them special items which can be used to find more Pokémon
- After completing a safari tour, choose one photo of each type of Pokémon to submit for Professor Oak's approval. The Professor will score each photo based on a number of factors, such as quality, angle and style
- Collect photographs in the Pokémon Album. Photos can be enlarged and examined whenever the player chooses

OTHER

POKéMON PIKACHU 2 GS™

AVAILABLE:	**October 16**
MSRP:	**$29.95**
ESRB Rating:	**TBD**
SYSTEM:	**Pedometer**

- The successor to the portable *Pokémon Pikachu™*, *Pokémon Pikachu 2* is the only virtual pet in the world that can be taken out for a walk… literally
- The electronic pet features a built-in meter that tallies the amount the owner travels. The more steps the owner takes, the better the relationship becomes between Pikachu and its owner.
- Features color graphics, new detailed animations and a mini-game
- Interact with *Pokémon Gold* and *Silver* through Game Boy Color's infrared communication port for a whole new spin on the adventure.

# # # #

CONTACT:
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Pokémon™: Phenomenal Facts

Nintendo Video Games

- More than 17.3 million Pokémon-related video games have been sold to date in the United States.
- The Pokémon franchise grossed more than $1.8 billion in the United States in 1999, and is projected to generate more than $3.0 billion in 2000.
- Worldwide, the Pokémon franchise has grossed more than $14 billion since the original Japanese introduction in February 1996.
- Pokémon contributed to an unprecedented 142 percent sales increase for the popular hand-held video game system, Game Boy® Color, in 1999.
- *Pokémon Pinball*, which launched in June 1999 for Game Boy, has sold more than 2 million units
- Since its October 1999 debut, *Pokémon™ Yellow Version: Special Pikachu Edition* has sold more than 3.8 million cartridges.
- The original *Pokémon Red*, *Blue* and *Yellow* video games for Game Boy sold more than 12.1 million units combined in the United States alone.
- Nintendo Pokémon games held five of the top 10 spots as the top-selling interactive entertainment titles for 1999.*
- In March 2000, Nintendo launched *Pokémon Stadium™* for Nintendo® 64. The game sold more than one million units in just over three weeks, making it the nation's best-selling video game thus far in 2000.
- In April 2000, Nintendo launched *Pokémon™ Trading Card Game* for Game Boy in the United States. The game debuted at #1 on the sales charts and has already sold more than 340,000 units.
- *Pokémon Gold* and *Pokémon Silver*, two new highly anticipated games for Game Boy Color, will launch in the United States in Fall 2000 and feature dozens of new Pokémon characters.
- During 1999, Nintendo's Pokémon League Training Tour visited 29 cities, attracting more than 300,000 Pokémon fans. More than 44,000 people attended the tour kick-off events at the Mall of America in Minneapolis, Minnesota. A second tour, the *Pokémon 2000 Stadium Tour,* visited 20 cities nationwide from February through April, reaching more than 250,000 Pokémon fans.

Entertainment

- The U.S. debut of the animated feature-length film, "Pokémon™: The First Movie," grossed more than $52 million during its first week at the box office in November 1999. At the time of release, this was the largest opening week in history for an animated feature film.
- The movie grossed more than $100 million worldwide. The movie launched on home video March 21. "Pokémon™: The Movie 2000," also distributed by WB, will hit the United States on July 21, 2000.

-MORE-

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POKéMON FACTS
2-2-2-2

Entertainment

- WB's Saturday morning line-up, led by Pokémon, was #1 for the fourth quarter of 1999. The Pokémon animated television program remains the #1-rated kids show.
- Airing 12 times a week, Pokémon is WB's leading TV series.
- The television series soundtrack, "2 Be a Master," distributed by Koch Records, has gone gold, selling more than 500,000 units since its release.
- Videos of the cartoon series continue to rank in the top 20.
- WB will launch its fall series in September 2000, with Pokémon airing 12 times per week
- The opening of "Pokémon™: The First Movie" in Israel was the country's highest opening for any film in history.

NOA Licensed Products

- Nintendo of America Inc. holds the rights to the Pokémon franchise for all markets, excluding Asia. There are more than 150 North American licensees, including toy-maker Hasbro and Warner Bros. Studios, who produce more than 1,500 Pokémon-related products.
- Wizards of the Coast Pokémon trading cards are enormously popular and continue to fuel the frenzy as retail shelves sell out within hours of restocking shelves.
- Pokémon was voted the #1 overall gift choice for the 1999 holiday season by top toy and video game retailers.
- All Nippon Airways offers passengers several aircraft painted with Pokémon characters.

Online

- Pokémon was the #1 search word in The Lycos 50™ list for 1999. It remains on top as of the week ending April 29, 2000.
- As the Pokémon phenomenon continues to grow, page views on www.pokemon.com have increased to 45 million views per month in April 2000.

* 1999 TRSTS independent sales data, NPD Group, the industry's leading independent retail tracking service.

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Pokémon: A Phenomenal Path

1996

February --*Pokémon Red* and *Pokémon Green* for Game Boy launched in Japan

July: --Koro Koro Comics introduced in Japan
--*Pokémon Blue* for Game Boy introduced in Japan

November: --Pokémon Strategy Card Game introduced in Japan

1997

April: --Pokémon TV show introduced in Japan

1998

May: --Pokémon unveiled for U.S. audiences at Electronic Entertainment Expo in Los Angeles

July: --First movie introduced in Japan: "Mewtwo Strikes Back," along with the short "Pikachu's Summer Vacation"

August: --U.S. Pokémon debut in "ToPikachu," Kansas (renamed for the day in honor of Pikachu). Ten VW Beetles, customized to resemble Pikachu, traveled throughout the United States to introduce consumers to the Poké-phenomenon
--Pokémon web site, www.pokemon.com, launched worldwide

September: --Pokémon TV show introduced in the North America in syndication
--*Pokémon Red* and *Pokémon Blue* Game Boy games introduced in North America

November: --*Pokémon Pikachu,* pocket virtual pet, launched in North America

Holiday: --Hasbro launched Pokémon toy line in the United States
--Wizards of the Coast (WOTC) launched Strategy Card Game in the United States
--Nintendo and KFC launched nationwide Pokémon holiday promotion

-MORE-

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POKéMON TIMELINE
2-2-2-2

1999

March: --All-Nippon Airlines (ANA) introduced Pokémon-decorated airlines on select flights between Tokyo and the United States

June: --*Pokémon Pinball* for Game Boy introduced in North America

July: --*Pokémon Snap* for N64 introduced in North America
--Nintendo launched a 20-market Pokémon League Summer Training Tour in the United States
--"2 Be a Master" TV soundtrack launched

Summer: --Nintendo stepped up anti-piracy efforts to curb influx of counterfeit Pokémon products
--The second Pokémon movie debuted in Japan

September: --Second season of Pokémon TV show launched in United States on the WB network

October: --*Pokémon Yellow Version: Special Pikachu Edition,* along with a limited-edition Pokémon Game Boy, introduced in North America
--*Pokémon Red* and *Pokémon Blue* introduced in Europe

November: --"Pokémon: The First Movie" debuted in North America; Pokémon soundtrack CD launched
--*Pokémon Gold* and *Pokémon Silver* launched for Game Boy in Japan

Holiday: --Pokémon was the top-rated gift item for the holiday season in North America
--Nintendo and Burger King launched holiday Pokémon promotion
--The Pokémon franchise had approximately 150 licensees in North America, with more than 1,500 licensed products available or in development

2000

February: --*The Pokémon 2000 Stadium Tour* kicked-off, visiting 20 cities across the United States

March: --Nintendo launched *Pokémon Stadium* for Nintendo 64 in North America
--"Pokémon: The First Movie" debuts on home video in North America
-- Burger King "Second Chance to Catch 'em All" promotion launched with a home video rebate

April: --Nintendo launched *Pokémon Trading Card Game* for Game Boy in North America
--WOTC introduced Team Rocket Set of *Pokémon Trading Card Game*
--Kraft Singles Home Video promotion launched

Spring: --"Pokémon: The First Movie" launches throughout Europe; becomes second biggest animated film in France; biggest movie opening ever in Israel

Upcoming Events:

July 2000: --"Pokémon: The Movie 2000," the second Pokémon movie will debut in North America
--Nintendo and Kellogg's team up for a summer promotion

September 2000: --*Pokémon Puzzle League* for N64 will launch in North America

-MORE-

POKéMON TIMELINE
3-3-3-3

October 2000: --*Pokémon Gold* and *Pokémon Silver* will launch in North America
-- *Pokémon Pikachu 2* will launch in North America

November 2000: --*Pokémon Puzzle League* for Game Boy will launch in North America
--*Hey You, Pikachu!* for Nintendo 64 will launch in North America

# # # #

Pokémon 2000™ News Release

FOR IMMEDIATE RELEASE

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lykinsk@fleishman.com

Kellogg USA Lets Kids Have Their Pokémon and Eat It, Too

Limited Edition Cereal, Pop-Tarts® Bring Poké-mania to the Breakfast Table

BATTLE CREEK, Mich. (May 12, 2000) — Kellogg USA brings Poké-mania to the breakfast table in May with the introduction of a limited-edition cereal and *Pop-Tarts*® toaster pastries, based on Nintendo's® popular *Pokémon*™ characters.

Kellogg's® *Pokémon*™ Toasted Oat Cereal With Marshmallow Bits is the first and only *Pokémon* cereal. The enticing, fun, *Pokémon*-decorated box contains oat-based rings with four *Pokémon* character-shaped marshmallows — blue *Poliwhirl*™, yellow *Pikachu*™, pink *Ditto*™, and green *Oddish*™ — and the cereal is fortified with 12 vitamins and minerals. On the back of specially marked boxes is a game that invites kids to be the best *Pokémon* Master by helping *Ash*™ find the *Pokémon* hidden in the colorful picture. The average price for the cereal will be $2.49 for a 13.2-ounce package.

- more -

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Nintendo®

Kellogg USA Lets Kids/Add One

With sales of nearly $7 billion, Kellogg Co. is the world's leading producer of ready-to-eat cereal and a leading producer of convenience foods, including toaster pastries, cereal bars, frozen waffles, and "veggie" foods. The company's brands include *Kellogg's*®, *Special K*®, *Rice Krispies*®, *Eggo*®, *Pop-Tarts*®, *Nutri-Grain*®, and *Morningstar Farms*®. Kellogg icons, such as *Tony the Tiger*® and *Snap! Crackle! Pop!*® are among the most recognized characters in advertising. Kellogg products are manufactured in 20 countries and marketed in more than 160 countries around the world. For more information, visit the Kellogg Web site at *www.kelloggs.com*.

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Pokémon Licensees

May, 2000

ACCESSORIES

Accessory Network Group, Inc.	Hair accessories, bags, tins, adult bags, zipper pulls
Applause, Inc.	Cloisonne pins (For gift distribution only)
Berkshire Fashions, Inc.	Cold weather accessories, zipper pulls, headwear
General Shoelace Co.	Shoelaces
Head Start Sportswear	Headwear (Boys/Adult)
Highpoint Knitting	Hosiery (Boys/Girls)
Pan Oceanic Eyewear, Ltd.	Nonoptical sunglasses, sunglass cords and sunglass cases
Pyramid Accessories	Backpacks, bags and luggage
Trendmasters/ Innovative Time Corporation	Watches and clocks
Trendmasters	C-watches, key fobs, clocks
Tri-Star Merchandise, Inc./ Starline Creations	Jewelry music boxes, costume jewelry

APPAREL

Acker Knitting Mills	Knit sweaters, pullovers, zipperfronts, sweater dresses, cardigans, vests (Boys/Girls- Sizes 4-7, 4-6x, 8-20, 7-14)

Nintendo of America Inc. 4820 150th Avenue N.E. Redmond, WA 98052

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APPAREL (CONT.)

American Marketing Enterprises, Inc.	Children's sleepwear and boxer shorts
Haddad Apparel Group	Outerwear (Boys/Girls)
Jerry Leigh Of California	Women's (adult/junior) fashion and active wear, Girl's dresses and tops
Kids Headquarters	Fashion sets & separates; wind suits, swimwear and nylon outerwear (Boys/Girls)
Monterey Canyon, Inc.	Boy's/Girl's- short sets, fleece sets, t-shirts
Union Underwear Company	Packaged boys/girls underwear and underwear sets (Sizes 2-10)
Winterland Productions	T-shirts
Wormser Company	Blanket sleepers, robes

DOMESTICS & LINENS

Franco Manufacturing	Flannel & jersey sheets, bath and beach towels, sand chairs, decorative pillows
Jay Franco & Sons	Complete line of bath accessories
Springs Industries, Inc.	Bedding
The Northwest Company	Decorative pillows and throws

FOOD & BEVERAGE

A&A Global Industries	Dextrose candy (For vending distribution only)
Amurol Confections Company	Bubble gum
Basic Fun, Inc.	Jaw breaker holder with sticker

FOOD & BEVERAGE (CONT.)

Candy Planet Co.	Novelty gum and candy
Good Humor Breyers	Ice cream
General Mills	Fruit snacks
Jack Guttman, Inc./ DBA Bakery Crafts	Cake decorations & decorating kits
Kraft Foods, Inc.	Macaroni & Cheese
Oddz On/Cap Toys, Inc.	Novelty candy
Topps Co., Inc.	Gum and lollipops
Welch Foods Inc.	Fruit spreads in glass tumblers

FOOTWEAR

S. Goldberg & Co., Inc.	Juvenile footwear

GIFTS & NOVELTIES

American Greetings	Christmas ornaments, party products, mylar balloons
Alpi International, LTD.	Squeezies: foam figures and key rings, glow in the dark wall décor
Applause, Inc.	3D Treasure keepers (For gift distribution only)
Basic Fun, Inc.	3D Figure key chains
Bensussen Deutsch	Collectible custom dog tags, rubber die-cut key chains
Mello Smello	Nutrition sack containing bookmarks, activity books, & mini book reinforcing nutrition
Polar Magnetics, Inc.	Chunky magnets
Tara Toy Corporation	Party favors

GIFTS & NOVELTIES (CONT.)

The National Latex Products Company	Latex balloons and punch balls
Trendmasters	3D desk accessories, Christmas lights and ornaments
Tri-Star Merchandise, Inc./ Starline Creations	Picture frames, picture frame key chains
Unique Industries, Inc.	Piñatas

HEALTH & BEAUTY AIDS

Beiersdorf, Inc. (Curad)	Adhesive bandages
Colgate-Palmolive Company	Toothbrushes, toothbrush toppers, toothpaste
Consumer Licensing Corporation	Boxed and pocket tissues
Cosrich Group	Complete line of health, bath and beauty products
Rexall Sundown, Inc.	Children's chewable vitamins and multivitamins
Trendmasters	Electric toothbrushes

HOME FURNISHINGS

Baby Boom Consumer Products, Inc.	Cuddle pillows, bedside lamps, bedside lanterns, nightlights, room accessories
Hedstrom Corporation	Slumber bags, play houses, bed tents, bean bag chairs, wall borders and stick-ups
Kidz Kraze International, Ltd.	Inflatable furniture
Suncast Corporation	Lockers, storage cases
Uncle Howie Products	Upholstered children's furniture

HOME VIDEOS & MUSIC

Atlantic Records	Movie soundtrack recording
Cherry Lane Music	Sheet music, music folios

HOME VIDEOS & MUSIC (CONT.)

Koch International	Musical CD, story and tape
Pioneer Entertainment	Home videos
Warner Home Videos	Movie home videos

HOUSEWARES

Applause, Inc.	Ceramic mugs (For gift distribution only)
Betras Plastics	Freezer mugs, head toppers, squeeze bottles, tumblers, mugs
Dart Industries, Inc. – Tupperware Worldwide	Food containers
Flip – It	Griddle pan including pancake mix
McCall Pattern Company	Home sewing patterns
Funomenon! LLC	Melamine dinnerware, talking cups, bowls, plates, madcaps
Jazwares	Sippers, cups, straw huggers, ceramic cookie jars, tumblers
Thermos	Lunch kits
Wilton Industries, Inc.	Baking accessories, candles, candle holders

PUBLISHING

Golden Books	Color/Activity books; storybooks
Nintendo of America Inc.	Strategy guides
Reader's Digest Children's Publishing, Inc.	Zoomers- novelty books
Scholastic, Inc.	Children's compilation handbooks, adventure books and novels

PUBLISHING (CONT.)

Sybex Inc.	Trade paperback storybooks
Troll Communications	Activity books
Viz Communications, Inc.	Comic books, look & find books and origami books

SOFTWARE & ACCESSORIES

A.L.S. Industries	Game Boy canvas carrying cases
Computer Expressions	Mouse pads, cd wallet holders, wrist rests
Mattel, Inc./Learning Company	Interactive computer software

STATIONERY

Advanced Graphics	Life size cardboard standees
American Greetings	Stickers & mini sticker activity books, 2001 calendar
Antioch Publishing	Bookmarks, bookplates, diaries, journals, address books
Artbox Entertainment	Stickers, temporary, transfer tattoos, lenticular collectibles, jigsaw puzzle clocks
Bensussen Deutsch	Posters, posters with stickers
C & D Visionary, Inc.	Individual die-cut stickers
Elmer's Products, Inc.	Glue products
Entertainment Calendars LLC	Wall calendars (Year 2000)
Learn & Play, Inc.	Personalized stationery (Sold in Learn & Play catalog only)
Plymouth, Inc.	School supplies
Rose Art Industries, Inc	Pencils, pens, markers, paper packets, figurine stampers

STATIONERY (CONT.)

Sandylion	Stickers, sticker kits and activities
Scorpio Posters, Inc.	Paper and blacklight posters
Smilemakers, Inc.	Stickers (for Professional trade distribution only)
Stampendous, Inc.	Rubber stamps and stamp kits
Stylus Writing Instrument Company	Collectible non-disposable pens
Toy Island Manufacturing Co. Ltd.	3-D School supplies, milky pens
Western Graphics	Posters
Workman Publishing, Inc.	School planners, daily calendars

TOYS

A&A Global Industries	Temporary tattoos, stickers, finger puppets, mini toys (For vending distribution only)
Applause, Inc.	Plush dartboard game, banks, micro playsets, micro plush, bubble toys (For gift distribution only)
Decipher, Inc.	Scratch-off games
Disguise Inc.	Halloween costumes
Hasbro Games	Puzzles and board games
Hasbro, Inc.	Master Toy Licensee
Oddz On/Cap Toys, Inc.	Koosh figures
Play by Play Gifts & Novelties	Plush toys, key chains, temporary tattoos (for arcade distribution only)
Rand International	Skateboards, bicycles and accessories

TOYS (CONT.)

Ritvik Holdings, Inc.	Building sets
Tiger Toys	Electronic toys
Topps Co., Inc.	Trading cards
Toy Biz	Kites, 3D magnets, marbles and accessories
Trendmasters	C-tech and standard phones
US Playing Card Co.	Playing cards
Wizards of the Coast	Collectible card game
X-Concepts	Mini action fingerboard toys and accessories

MISCELLANEOUS

Atlus Dream Entertainment	Photo sticker machines

CORPORATE
GAME BOY
COLOR
Pokémon
Nintendo
Nintendo Image CD
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NINTENDO OF AMERICA INC.
2000 CORPORATE PROFILE

Nintendo Co., Ltd., of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 1 billion video games worldwide, has created such industry icons as Mario® and Donkey Kong® and launched franchises like *The Legend of Zelda*® and *Pokémon*™. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo® 64 and Game Boy® - the world's best-selling video game system. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in North America.

VIDEO GAME PRODUCTS

- **Nintendo 64:** First introduced in the United States in September 1996, the world's first 64-bit system delivers revolutionary 3-D interactive game play with complete 360-degree movement and adjustable camera perspectives. More than 230 titles are available for N64®. Nintendo 64 comes in the original gray color, along with six new translucent "Funtastic" colors: Ice, Smoke, Watermelon, Fire, Jungle, and Grape.
- **Game Boy:** Nintendo's Game Boy family of portable entertainment units is the world's most popular video game system, with sales in excess of 87 million units worldwide. Nintendo consistently commands more than 97 percent of the U.S. hand-held game market. The latest product in the family, Game Boy Color, features an 8-bit processor and a highly advanced LCD screen that simultaneously displays up to 56 different colors from a palette of 32,000. Game Boy Color is backward compatible with more than 1,000 existing Game Boy games.
- **Pokémon:** Nintendo's hottest-selling Game Boy games have generated sales of more than 17.3 million units since its launch in September 1998. Pokémon is also the number-one rated kid's TV show in U.S. syndication. Other Pokémon products include a popular toy line from Hasbro, the best-selling trading card game from Wizards of the Coast, a major motion picture, home videos from Pioneer Home Video, and a multitude of licensed products.

-MORE-

2000 CORPORATE PROFILE
2-2-2-2

NINTENDO OF AMERICA FAST FACTS

Nintendo Power®: Nintendo-dedicated monthly magazine reaching nearly 700,000 readers. The leading publisher of video game player's guides for N64 and Game Boy Color.

Nintendo Power Source: Nintendo's web site, www.nintendo.com, offers up-to-the-minute information on Nintendo video games and activities. Also maintains the official Pokémon web site, www.pokemon.com, one of the most popular kids' sites on the internet.

Gateway: Latest in digital communications technology incorporating a special version of Nintendo 64 and the Super NES® Gateway Systems, installed in more than 700,000 hotel rooms and 47,000 airline seats

Licensing: 415 third-party game developers and 71 U.S. publishers.

Retail Outlets: Nintendo products are sold at more than 15,000 retail locations in the United States.

Nintendo/Starlight Fun Center: More than 2,000 portable Nintendo entertainment centers featuring a VCR, TV monitor, Super NES or Nintendo 64, and video games are located in more than 650 hospitals in the United States.

Nintendo Employees: Washington State – 900; United States – 1,050; Worldwide – 3,000

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NEWS RELEASE

NINTENDO GATEWAY SYSTEM
Fact Sheet

The Nintendo Gateway System™ combines the latest in digital communications technology with custom versions of the Nintendo® 64 and the Super NES®.

- Airline customers can enjoy Nintendo video games while sitting in one of more than 47,000 airline seats equipped with the Super NES Gateway System.
- Both the Nintendo 64 and Super NES Gateway Systems are available to hotel guests worldwide in more than 700,000 rooms.

Games available include the top-selling and all-time favorite Super NES titles: *Super Mario World, Donkey Kong Country,* and *Killer Instinct,* and Nintendo 64 titles *Super Mario 64, Pokémon Snap, Donkey Kong 64, The New Tetris,* plus many more.

HOTEL INDUSTRY

LodgeNet Entertainment: LodgeNet is the first Gateway distributor to offer Nintendo 64 video games in addition to the SNES titles. They provide Nintendo video games in major hotel chains in the United States, Central and South America.

Hospitality Network: Available in major hotel chains in Canada.

Quadriga: Available in the United Kingdom, Belgium, Finland, Sweden, Switzerland, Germany, Greece, France, Italy, Spain, Netherlands and Australia.

Guestlink: Available in Bali and Hong Kong.

AIRLINE INDUSTRY

BT Aeronautical: Nintendo video game content supplier to Malaysia Airlines.

Matsushita Avionics
All *Systems Corporation:* Nintendo video games are offered on Air Canada and All Nippon Airways.

Rockwell Collins: Nintendo video games are available on China Airlines, Kuwait Airways, and Air China.

-MORE-

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Gateway System
2-2-2-2

Nintendo of America Inc. supplies Nintendo video game content directly to many the following airlines.

Ansett Australia:	Offering Nintendo video games on select flights to Hong Kong and Osaka.
Singapore Airlines:	Provides Nintendo video game content as part of its Krisworld service in over 60 aircraft throughout Asia.
Virgin Atlantic:	Offering Nintendo video games on close to 900 flights per month.

For more information e-mail gatewaysystem@noa.nintendo.com or call 425-861-2732

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NINTENDO OF AMERICA VIRTUAL PRESS ROOM

Nintendo's Virtual Press Room is a password-protected web site dedicated to providing Nintendo's resource materials to media professionals in the United States. This site is designed to complement the information on our public web site (www.nintendo.com). On the password-protected site, you will find product updates, downloadable high-resolution images of Nintendo products, Nintendo media-relations contact lists and access to other pertinent information. The Nintendo Virtual Press Room can be found at:

www.nintendo.com/media

Hot news items are posted onto the site regularly, with all content organized into the following sections:

- **Press releases:** All press materials are posted by date of distribution.
- **Events:** Alerts media of upcoming events, includes summaries and photos.
- **Market data:** Provides updated sales numbers on N64®, Game Boy® and Game Boy Color.
- **Artwork/video:** Images for current and upcoming Nintendo games are easily downloadable.
- **Product info:** Details on all the upcoming games and accessories for Nintendo® 64 and Game Boy Color.

To acquire a password to the Virtual Press Room, please contact the appropriate Nintendo representative from the list below:

U.S. Contact info:

Golin/Harris:	Reilly Brennan/Chris Olmstead	(213) 623-4200
Nintendo of America:	Corporate Communications	(425) 882-2040

-MORE-

Nintendo Virtual Press Room
2-2-2-2

If you are non-U.S. media, please contact your subsidiary or appropriate agency contacts.

Canada:		
GCI Group:	Toni Peet	(416) 486-7224
Europe:		
Golin/Harris UK:	Uta Bhut	(44) 171-898-3401
Latin America:		
The Jeffrey Group:	Joel Perez Christina Caballero	(305) 860-1000
Japan:		
Nintendo Company Ltd.:	Yasuhiro Minagawa	(81) 75-541-6111

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ieg/e32000/fact-ppscontact

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N E W S R E L E A S E

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Nintendo Power® Magazine/Nintendo Power Source™
Fact Sheet

Nintendo Power Magazine
Now in its 12th year, Nintendo Power continues to give gamers the best codes, coolest tips, most in-depth gaming strategies and most exclusive insider updates for N64® and Game Boy® Color. This year, in addition to complete, ongoing coverage of the hottest titles on the market, look for new comics and more great contests.

Nintendo Player's Guides
When you have to know absolutely everything about a game, turn to the Official Nintendo Player's Guides. They're straight from the pros at Nintendo Power, and they're the most complete and reliable sources of gaming information available. If you want the best maps, strategies, tips and tricks -- look no further. The new Player's Guides are available at stores near you.

Nintendo Power Source
Nintendo Power Source, located at www.nintendo.com, is the ultimate Internet signpost, garnering 16 million page views per month. The site offers special insider game reviews, bulletin boards, top secret game codes, unbeatable strategy hints, and an online store locator that tells you where you can find Nintendo products in your area. In addition to Nintendo.com, Nintendo Power Source produces pokemon.com, the official Pokémon site for North America, as well as game specialty sites on Nintendo's most popular games, like donkeykong.com and perfectdark.com. Altogether, Nintendo Power Source web sites receive more than 60 million page views per month from more than a million unique visitors.

Camp Hyrule -- This August, Nintendo Power Source's online summer camp returns for the sixth year in a row. Available free to online fans, Camp Hyrule provides a week-long virtual summer camp, featuring interactive chats with video game counselors, arts and crafts activities and competitions. Last year, the popular event attracted more than 1,000 attendees.

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NINTENDO LEADS INDUSTRY IN SALES AND INGENUITY

Focus On Pokémon™, Popular Platforms To Continue Company Advantage In $7 Billion Business

LOS ANGELES, May 10, 2000 – Boosted by the nation's continuing appetite for all things Pokémon, a line up of the best new games in company history, and growing sales for both Game Boy® Color and Nintendo® 64, Nintendo of America Inc. predicts its leadership of the country's video game business will grow beyond the 47 percent achieved in 1999.

Total 2000 retail revenues for Game Boy Color and Nintendo 64 products are projected to reach over $3.2 billion, accounting for more than 48 percent of predicted U.S. video game sales. That figure compares to a projected 41 percent share for Sony, and 11 percent for Sega.

"As the interactive entertainment industry gathers for the annual E^3 conference, our combined audience of more than 25 million owners of Nintendo 64 and Game Boy Color continues to grow as innovative new software comes to market," says Peter Main, Nintendo's executive vice president of sales and marketing. "Our focus this year is to continue supplying both our current and new customers with nearly 300 new titles for both systems."

Headlining Nintendo's 2000 offerings are *Pokémon Gold* and *Silver* for Game Boy Color, which promise to become the biggest-selling games of all time. Nintendo projects sell-through of 10 million cartridges in less than six months following their October launch in the United States. For Nintendo 64, third generation software is lead by the eagerly anticipated *Perfect Dark*™, the return of Link in *The Legend of Zelda*®*: Majora's Mask*™, the epitome of bad attitude in *Conker's Bad Fur Day*™, and the world's first 3-D Mickey Mouse on N64 in *Mickey Speedway USA*.

-MORE-

NINTENDO LEAD RELEASE
2-2-2-2

Game Boy Color continues its reign as America's best-selling video game platform, selling another 1.3 million systems in the first quarter of 2000. More than half of all Game Boy Color software sales this year will be unrelated to Pokémon. The portable powerhouse will also see new adventures starring popular characters like Wario, Donkey Kong, Zelda and Disney's Little Mermaid and Mickey Mouse. Game Boy Color will be supported with over 200 new titles this year.

The Pokémon mania in America will intensify with the introduction of brand new Pokémon characters in the *Pokémon Gold* and *Silver* this fall. Several of these new characters will be featured in the second full-length Pokémon feature film coming this summer, on a new music CD, dozens of new licensed products and high-profile promotions.

The third generation series of games for Nintendo 64 will feature significant advances in graphical and sound performance, evidence that developers are taking full advantage of the console's capabilities. The technical leaps will be particularly evident in *Dinosaur Planet*™ and *Banjo-Tooie*™ from exclusive development partner, Rare, Ltd., as well as a number of third-party partner titles.

"We fully understand that some competitors are anxious to test new technology," says Minoru Arakawa, president, Nintendo of America Inc. "When our Project Dolphin console and Game Boy Advance systems arrive early next year, we feel we will more than meet their expectations. But, the year 2000 is about meeting the needs of game players who already own game hardware. Nintendo 64 will be supported with more than 80 new titles this year and I feel they will find our new games our most challenging and fun ever."

Nintendo Co., Ltd., of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 1 billion video games worldwide, has created such industry icons as Mario® and Donkey Kong® and launched franchises like *The Legend of Zelda*® and *Pokémon*™. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64 and Game Boy – the world's best-selling video game system. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in North America.

For more information about Nintendo, visit the company's web site, www.nintendo.com.

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NINTENDO'S INGREDIENTS IN 2000 MARKETING BLITZ INCLUDE KELLOGG'S®, GENERAL MILLS, OSCAR MAYER® AND KOOL-AID®

New High Profile Promotions, Cutting-Edge Ad Campaigns Highlight Commitment To 2000 Products

LOS ANGELES, May 10, 2000 – Solidifying its leadership position in the interactive entertainment industry, Nintendo of America Inc. today announced plans to spend more than $150 million to market and promote its products in the second half of 2000. Designed to go beyond the typical channels of video game marketing to break through to new audiences, Nintendo's efforts demonstrate its commitment to set new standards for quality and creativity by joining with brand powerhouses and creating new methods of advertising with cutting-edge games.

ADVERTISING

Leading the way in this new strategy is Nintendo's current launch campaign for the upcoming N64® action-adventure title, *Perfect Dark*™. By combining traditional media buys in print and television with an in-depth "experiential" marketing campaign, Nintendo has captured and uniquely communicated the intrigue and intensity of the game and its storyline. Consumers actively "experienced" the campaign by uncovering details about the game through the mysterious datadyne.com website, Internet newsgroups and online postings.

The *Perfect Dark* campaign culminates in late May with the introduction of a 60-second cinema spot in theatres and on late-night television. The spot profiles a typical day in the life of secret agent Joanna Dark, *Perfect Dark's* lethal leading lady.

-MORE-

Nintendo will also produce these types of trailer-style television and cinema spots for upcoming blockbusters, like *The Legend of Zelda®: Majora's Mask™*, and *Conker's Bad Fur Day™*.

"In creating these cutting-edge campaigns, we're not only looking to raise the bar for video game marketing, but entertainment products in general," says Peter Main, Nintendo's executive vice president, sales and marketing. "With more than $150 million backing our strong product lines for Nintendo® 64, Game Boy® Color and Pokémon™, Nintendo continues to partner with strong brands to grow mass-market consumer awareness for our franchise games."

PROMOTIONS

Kicking-off in July and continuing through September, Nintendo will be working in conjunction with Kellogg's on a multi-brand cereal promotion for Pokémon. Pokémon premiums will be distributed in specially-marked boxes of Kellogg's cereals, like Frosted Flakes®, Rice Krispies® and Apple Jacks®. The promotion will also include Nutrigrain®, Pop Tarts® and Eggo® Waffles, and will be supported by more than $3 million in television advertising along with 15,000 in-store displays.

To support N64®, this summer Nintendo will be working with General Mills to feature game tips for *Donkey Kong®64*, *Mario Party 2™*, and *Pokémon Stadium™* on Fruit by the Foot® packaging. This promotion will appear on more than 10 million packages and will be supported by $4.7 million in television advertising.

Currently, Oscar Mayer Lunchables® is running a sweepstakes for consumers to win a Grand Prize "Kong for the Day" trip to Nintendo. Players will also get the chance to win one of 1,000 *Donkey Kong 64* bundle sets featuring the game and an N64 system.

An instant-win promotion with Kool-Aid is already underway and will run through July. Participants can win an N64 or a Game Boy Color, along with a library of software. More than $2.3 million in television advertising will support the 100 million individual Kool-Aid packages featuring the promotion.

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For more information about Nintendo products visit the company's web site, www.nintendo.com.

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Silicon Knights

NINTENDO® INKS SIGNIFICANT INVESTMENT DEAL WITH TOP GAMES VISUALS DEVELOPER

Expert Game Visuals Development Studio To Produce Nintendo® 64 And Dolphin Software

REDMOND, Wash., May 4, 2000 – Nintendo of America Inc. today announced a strategic equity investment in Canada-based game developer Silicon Knights. Nintendo has eyed the company, comprised of highly experienced film industry and video game artists, as one of the industry's emerging companies. The partnership, which takes place immediately, makes Silicon Knights a long-term, exclusive Nintendo developer.

Silicon Knights has become known for its games of 'realism,' and already has several successful PC and console game titles in its portfolio. The first title yielded from the Nintendo partnership is *Eternal Darkness*; an N64 title slated to launch at the end of October. *Eternal Darkness* can best be described as a "psychological thriller" game with the concept of crossing time to thwart various evil creatures. The game employs real-time cut scenes, unique camera angles, immersive story lines and in-depth character interactions. The game will be of high appeal to teen and older game players. Nintendo plans to spend several million dollars on marketing the product, as it joins the family of big name titles set to launch for the critical holiday selling season.

Details on Silicon Knights' specific development work on Dolphin are not available at this time, but will be made public over the next 12 months.

- MORE -

"Quality always has been the Nintendo mantra, so investing in Silicon Knights fits perfectly with our corporate goal," explains Minoru Arakawa, Nintendo of America's president. "As our first joint project, *Eternal Darkness* will surprise and amaze gamers -- we will introduce yet another dimension of game play."

"Silicon Knights creates and develops games by incorporating the best elements of art, character design, game play, and sound technology," says Denis Dyack, Silicon Knights' president. "Everyone here is thrilled Nintendo so highly regards us and is committed to our company. It just inspires us to create better and better games."

Silicon Knights now joins the prestigious group of Nintendo-exclusive game development partners, including Rare Ltd., Left Field Productions, Retro Studios, and Nintendo's own recently formed development group in Redmond, Nintendo Software Technology Corporation.

Silicon Knights first incorporated in July 1992. Silicon Knights has 60 employees at its Ontario, Canada headquarters. For more information about Silicon Knights or any Silicon Knights product, please visit the company's web site at www.siliconknights.com.

Nintendo Co., Ltd., of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than one billion video games worldwide, has created such industry icons and franchises such as Mario,® Donkey Kong®, Zelda® and Pokémon.™ Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64 and Game Boy – the world's best-selling video game system. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in North America.

For more information about Nintendo or any Nintendo product, please visit the company's web site at www.nintendo.com.

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A NINTENDO E³ TRADITION . . . THE MARIO AWARDS

Nintendo Honors Outstanding Retail Advertisers And Merchandisers

LOS ANGELES, May 10, 2000 – The announcement of Nintendo's annual Mario Award winners has become a mainstay at the annual Electronic Entertainment Expo (E³). The Mario Awards recognize the prestigious achievement in the fields of retail advertising and merchandising.

"Nintendo's status as the top company in the video game industry is a result of the solid relationships we maintain with our retail partners," says Peter Main, Nintendo's executive vice president, sales and marketing. "The Mario Awards are a token of our gratitude and we congratulate this year's winners."

The 2000 awards honored esteemed retailers in eight different categories: catalog, circular, direct mail, distributor, in-store flyer, magazine, newspaper and merchandising mediums, and Retail Marketer of the Year. The winners demonstrate exceptional creativity that meets Nintendo's retail marketing program guidelines. The winning advertisements will be displayed at Nintendo's E³ booth # 2816.

-MORE-

MARIO AWARDS
2-2-2-2

This year's Mario Award recipients for advertising and promotion contributed to the highly successful launch of an entirely new line-up of games, as well as consistently strong Nintendo® 64 sales. Crystal towers etched with Nintendo's famous mascot were presented to the following winners: Catalog Advertising – FAO Schwarz; Insert/Circular Advertising – Target, Fred Meyer and Toys 'R' Us; Direct Mail Advertising – Blockbuster Video and KB Toys; Promotional Advertising – Target; In-Store Flyer Advertising – Babbage's; Magazine Advertising – Target and Blockbuster Video; Pre-Sell Promotion – FuncoLand; Television Advertising – Wal-Mart; and Retail Marketer of the Year – K-Mart.

Nintendo also announced winners of the Mario Awards for outstanding merchandising efforts. Each recipient received a bronze Mario statuette. The 2000 winners are Best Buy, Electronics Boutique, K-Mart, Toys 'R' Us, Wal-Mart and Warner Bros. Studio Stores.

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For more information about Nintendo products, visit the company's web site, www.nintendo.com.

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NINTENDO 64
GAME BOY COLOR
POKéMON

NINTENDO

2000 RETAIL DISPLAY ORDER FORM

Bill to:

Ship to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
NESM35NR	42957	**Shelf Talker, Nintendo Racetrack, 24x3/4"**, set of four	NOW		N/C	
NESM35NS	37823	**Shelf Talker, Nintendo Racetrack,** set of four	NOW		N/C	
NESM40M	28451	**Mario Dimensional Statue,** 3-D, 4' high figure	NOW		350.00	
NESM80AL	29203	**Clamshell Security Box,** for SNES and N64	NOW		2.00	
NESM90AL	29209	**Clamshell Security Box,** for Game Boy	NOW		2.00	
NESM10AL	29207	**Key,** for Clamshell Security Boxes	NOW		30.00	
NESM77PC	40150	**Power Preview Counter Display,** 110 Volts, UL Approved.	**		1,500.00	
NESM77PB	40341	**Base Pedestal Display for Power Preview**	**		350.00	
VHS TAPE	N/A	**Latest GamePlay Promotional Videos on VHS**	NOW		N/C	
NESM75DV	42955	**10" Video CD Combo Unit**, available in a variety of colors, can utilize the Power Preview disc. 110V, UL Approved.	**		950.00	
NESM74SW	37828	**Stackable Video Tower,** uses colorful 27" monitors (available in red, yellow or blue). With IMAGEMAG processor, no onsite programming is ever needed. 110V, UL Approved.	**		4,500.00	
NESM38JD	36017	**Wire Rack,** metal, with permanent Nintendo markings. Holds all product lines or clamshells. Sold in sets of two.	**		50.00	
NESM30TC	37798	**Adjustable Game Pak Pusher Tray, Clear,** sold in sets of 24.	NOW		72.00	
NESM31PC	37800	**Pegged Adjustable GPK Pusher Tray, Clear,** sold in sets of 24.	NOW		72.00	
NESM18RI	41566	**Secure 2' Case with Interactive, Nintendo 64**	NOW		1,750.00	
NESM18R2	41565	**Secure 2' Case, Nintendo 64**	NOW		1,150.00	
NESM18R4	41564	**Secure 4' Case, Nintendo 64 and Game Boy Color**	NOW		1,500.00	
NESM18R3	36233	**Secure 2' Case, Game Boy Color**	**		1,150.00	
NESM18TM	42956	**Triangle Floor Merchandiser**	**		275.00	
NESM18DP	42467	**Secure 4' Case , Nintendo 64 Power Preview Case**	**		1950.00	
				TOTAL FROM MERCHANDISING RMP ACCRUAL :		

** ***Available 6-8 weeks from receipt of order.***

*All display orders are filled on a **first-come first-served** basis for shipment after approval.*

*The undersigned company agrees to pay any shortfall between the amount of Merchandising RMP Accrual generated under Nintendo's **fiscal year 2001, (4.1.00/3.31.01), Retail Marketing Program (RMP)** and the total purchase price of merchandising materials delivered in 2000/2001. (Payment Terms: Net 30 Days)*

Buyer's Signature:

Title: **Phone:**

Comments:

Order taken by:

Date:

(NOA use only) Approved by:

5/00 NOA-3

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NINTENDO

2000 RETAIL DISPLAY ORDER FORM

Bill to:

Ship to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
NESM35NR	42957	**Shelf Talker, Nintendo Racetrack, 24x3/4"**, set of four	NOW		N/C	
NESM35NS	37823	**Shelf Talker, Nintendo Racetrack,** set of four	NOW		N/C	
NESM40M	28451	**Mario Dimensional Statue,** 3-D, 4' high figure	NOW		350.00	
NESM80AL	29203	**Clamshell Security Box,** for SNES and N64	NOW		2.00	
NESM90AL	29209	**Clamshell Security Box,** for Game Boy	NOW		2.00	
NESM10AL	29207	**Key,** for Clamshell Security Boxes	NOW		30.00	
NESM77PC	40150	**Power Preview Counter Display,** 110 Volts, UL Approved.	**		1,500.00	
NESM77PB	40341	**Base Pedestal Display for Power Preview**	**		350.00	
VHS TAPE	N/A	**Latest GamePlay Promotional Videos on VHS**	NOW		N/C	
NESM75DV	42955	**10" Video CD Combo Unit**, available in a variety of colors, can utilize the Power Preview disc. 110V, UL Approved.	**		950.00	
NESM74SW	37828	**Stackable Video Tower,** uses colorful 27" monitors (available in red, yellow or blue). With IMAGEMAG processor, no onsite programming is ever needed. 110V, UL Approved.	**		4,500.00	
NESM38JD	36017	**Wire Rack,** metal, with permanent Nintendo markings. Holds all product lines or clamshells. Sold in sets of two.	**		50.00	
NESM30TC	37798	**Adjustable Game Pak Pusher Tray, Clear,** sold in sets of 24.	NOW		72.00	
NESM31PC	37800	**Pegged Adjustable GPK Pusher Tray, Clear,** sold in sets of 24.	NOW		72.00	
NESM18RI	41566	**Secure 2' Case with Interactive, Nintendo 64**	NOW		1,750.00	
NESM18R2	41565	**Secure 2' Case, Nintendo 64**	NOW		1,150.00	
NESM18R4	41564	**Secure 4' Case, Nintendo 64 and Game Boy Color**	NOW		1,500.00	
NESM18R3	36233	**Secure 2' Case, Game Boy Color**	**		1,150.00	
NESM18TM	42956	**Triangle Floor Merchandiser**	**		275.00	
NESM18DP	42467	**Secure 4' Case , Nintendo 64 Power Preview Case**	**		1950.00	
				TOTAL FROM MERCHANDISING RMP ACCRUAL :		

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Buyer's Signature:

Title: **Phone:**

Comments:

Order taken by:

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GAME BOY COLOR

2000 RETAIL DISPLAY ORDER FORM

Bill to:

Ship to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
NESM98CS	40203	**Shelf Talker,Game Boy Color,** set of four	**		N/C	
NESM98CB	42958	**Shelf Talker,Game Boy Color, 24x3/4"**, set of four	**		N/C	
NESM04GB	42937	**Banner, Pokémon Gold & Silver**	FALL		N/C	
NESM98GP	42938	**Poster, Pokémon Gold & Silver**	FALL		N/C	
NESM98PR	42950	**Banner, Perfect Dark**	SEPT		N/C	
NESM98PD	42951	**Poster, Perfect Dark**	SEPT		N/C	
NESM98DB	42952	**Banner, Donkey Kong Country**	AUG		N/C	
NESM98DK	42953	**Poster, Donkey Kong Country**	AUG		N/C	
NESM98CN	35978	**Neon Sign, Game Boy Color**	AUG		175.00	
NESM98GY	38878	**Tether Interactive, Game Boy Color**	NOW		175.00	
NESM40P	40153	**Pikachu Dimensional Statue,** 3-D, 4' high figure	NOW		350.00	
NESM98HH	42915	**Vac-Form Sign, Game Boy Color Hot Hits**	AUG		75.00	
NESM98GD	39096	**Game Boy Color Interactive,** 110V, UL Approved.	**		300.00	
NESM98CG	42954	**Game Boy Color Lowrise Interactive**	**		450.00	
NESMBS01	40064	**Backlit Sign, N64 and Game Boy Color,** 110 Volts, UL Approved.	NOW		150.00	
NESMB01	40186	**3' Backlit Sign, Game Boy Color,** 110V, UL Approved.	NOW		150.00	
				TOTAL FROM MERCHANDISING RMP ACCRUAL :		

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Buyer's Signature:

Title: **Phone:**

Comments:

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NINTENDO.64

2000 RETAIL DISPLAY ORDER FORM

NINTENDO.64

Bill to:

Ship to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
N64M64CD	34138	**Deluxe Counter Interactive Display,** includes 13" color TV, 5 surround-sound speakers, Nintendo 64 system, two controllers and game pak. 110V, UL Approved.	NOW		1,950.00	
N64M64B	34141	**Base Pedestal Display ONLY,** ships pre-assembled. Welded metal, self-leveling feet, base for: M64CD & M64H	NOW		200.00	
N64M64F	34136	**Floor Interactive Display,** includes 20" color TV, 5 surround-sound speakers, Nintendo 64 system with two controllers and game pak. 110V, UL Approved.	NOW		2,450.00	
N64M64H	34140	**Housing Unit ONLY,** metal non-illuminated display with fan. Unit securely houses a Nintendo 64 system, two controllers, game pak and a 13" or 20" TV all of which are store provided. 110V, UL Approved.	NOW		200.00	
N64M64HA	34159	**Housing Unit Interactive Display,** metal non-illuminated display with fan. Unit includes a Nintendo 64 system, two controllers, game pak and a 13" color TV. 110V, UL Approved.	NOW		500.00	
N64M64P	34139	**Pole Interactive Display,** interactive "hands on" pole display with 20" TV, Nintendo 64 system, game pak and one controller. 110V, UL Approved.	**		1,250.00	
N64M64LE	42960	**Lowrise or endcap Interactive**	**		1,150.00	
N64M03CS	40162	**Character Set,** Mario, DK and Pikachu.	NOW		50.00	
N64M04HT	42914	**Vac-Form Sign,** Hot N Hits	AUG		75.00	
N64MNS01	40065	**Neon Nintendo 64 Logo Sign,** 110V, UL Approved.	NOW		175.00	
N64M65KR	40163	**3' Backlit Nintendo 64 Logo Sign,** 110V, UL Approved.	NOW		150.00	
				TOTAL FROM MERCHANDISING RMP ACCRUAL :		

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Buyer's Signature:

Title: **Phone:**

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NINTENDO.64

2000 RETAIL DISPLAY ORDER FORM

NINTENDO64

Bill to:

Ship to:

Order Date:

Cust. P.O.#:

Required Arrival Date:

Ship Via:

Special Instructions:

Freight: FOB Destination (pre-paid).

Model #	Part #	Description	Available	Qty. Ordered	RMP Unit Price	RMP Total Cost
N64M04BB	42465	**Banner, Banjo-Tooie**	JULY		N/C	
N64M04BT	42470	**Poster, Banjo-Tooie**	JULY		N/C	
N64M04BF	42600	**Banner, Conker's Bad Fur Day**	FALL		N/C	
N64M04FP	42112	**Poster, Conker's Bad Fur Day**	FALL		N/C	
N64M04KB	42933	**Banner, Kirby 64**	JUNE		N/C	
N64M04KP	42934	**Poster, Kirby 64**	JUNE		N/C	
N64M03SP	41056	**Banner, Starcraft**	JUNE		N/C	
N64M03BS	41066	**Poster, Starcraft**	JUNE		N/C	
N64M65SR	40143	**Shelf Talker, Nintendo 64,** set of four	NOW		N/C	
N64M65NS	42959	**Shelf Talker, Nintendo 64, 24x3/4"**, set of four	NOW		N/C	
				TOTAL FROM MERCHANDISING RMP ACCRUAL :		

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Title: **Phone:**

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SOFTWARE INDEX

Nintendo®

GAME BOY SOFTWARE

	Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
10 Pin Bowling	NOW	Majesco	Dual					
1942	NOW	Capcom	Dedicated					
Air Attack	COMING	3DO	Dedicated	GLC				
Airforce Delta	COMING	Konami	Dedicated		SGB			
Alice in Wonderland	COMING	Nintendo	Dedicated	GLC				
Aliens: Thanatos Encounter	COMING	THQ	Dedicated					
All Star Baseball 2001	NOW	Acclaim	Dedicated					
AMF Bowling	COMING	Vatical	Dual					
Animorphs	COMING	Ubi Soft	Dedicated			IC		
Antz	NOW	Infogrames	Dual					
Armada F/X Racers	COMING	Metro 3D	Dedicated					
Armorines: Project S.W.A.R.M.	NOW	Acclaim	Dedicated					
Army Men	NOW	3DO	Dedicated					
Army Men II	COMING	3DO	Dedicated	GLC				
Asteroids	NOW	Activision	Dual					
Austin Powers: Oh Behave	COMING	Take2 Interactive/ Rockstar Games	Dedicated					
Austin Powers: Welcome to My Underground Lair	COMING	Take2 Interactive/ Rockstar Games	Dedicated					
Azure Dreams	NOW	Konami	Dual		SGB			
Ballistic	NOW	Infogrames	Dual	GLC				
Barbie Fashion Pack Games	COMING	Mattel	Dual					
Barbie Magic Genie	COMING	Mattel	Dedicated					
Barbie Ocean Discovery	NOW	Mattel	Dual					
Barbie Pet Rescue	COMING	Mattel	Dedicated					
Bass Masters Classic	NOW	THQ	Dual					
Batman	COMING	Ubi Soft	Dedicated			IC		
Batman Beyond "Return of the Joker"	NOW	Kemco	Dedicated					
Battleship	NOW	Majesco	Dual	GLC				
BattleTanx	NOW	3DO	Dedicated					
BattleTanx II	COMING	3DO	Dedicated	GLC				
Beauty and the Beast: Board Game Adventure	NOW	Nintendo	Dual		SGB			
Billy Bob's Huntin'-n-Fishin'	NOW	Midway	Dedicated					
Bionic Commando: Elite Forces	NOW	Nintendo	Dedicated					
Black Bass Lure Fishing	NOW	Majesco	Dual					
Blaster Master: Enemy Below	NOW	Sunsoft	Dual		SGB			
BoarderZone	NOW	Infogrames	Dedicated					
Bomberman Max: Blue	COMING	Vatical	Dedicated	GLC				
Bomberman Max: Red	COMING	Vatical	Dedicated	GLC				
Buffy the Vampire Slayer	COMING	THQ	Dedicated					
Bugs Bunny Crazy Castle 4	NOW	Kemco	Dedicated					
Buzz Lightyear of Star Command	COMING	Activision	Dedicated					
Caesar's Palace II	NOW	Interplay	Dedicated					
Carmageddon	NOW	Titus	Dedicated					
Casper	COMING	Interplay	Dedicated	GLC				
Catwoman	NOW	Vatical	Dedicated					
Catz	NOW	Mattel	Dedicated			IC		
Centipede	NOW	Majesco	Dual	GLC				
Championship Motorcross 2 Featuring Ricky Carmichael	COMING	THQ	Dedicated					
Chase HQ: Secret Police	NOW	Metro 3D	Dual	GLC	SGB			
ChessMaster	NOW	Mattel	Dual	GLC				
Classic Bubble Bobble	NOW	Metro 3D	Dual		SGB			
Conker's Pocket Tales	NOW	Nintendo	Dual		SGB			
Croc	COMING	THQ	Dedicated					
Croc 2	COMING	THQ	Dedicated					
Cruis'n Exotica	COMING	Midway	Dedicated					
Crusaders of Might and Magic	COMING	3DO	Dedicated					
Crystalis	COMING	Nintendo	Dedicated					
CyberTiger	COMING	Electronic Arts	Dedicated	GLC				
Daffy Duck - Fowl Play	NOW	Sunsoft	Dual					
Daikatana	NOW	Kemco	Dedicated					
Dave Mirra Freestyle BMX	COMING	Acclaim	Dedicated					
Deer Hunter	NOW	Vatical	Dedicated					
Deja Vu 1 & 2	NOW	Vatical	Dedicated					
Dexter's Lab/Rainbow Island	COMING	Bay Area Multimedia	Dedicated					
Dinosaur	COMING	Ubi Soft	Dedicated					
Disney's Aladdin	COMING	Ubi Soft	Dedicated					
Dogz	NOW	Mattel	Dedicated			IC		
Donald Duck's Quack Attack	COMING	Ubi Soft	Dedicated					
Donkey Kong Country	COMING	Nintendo	Dedicated	GLC				
Doug	COMING	NewKidCo	Dedicated					
Dragon Dance	COMING	Crave	Dual	GLC				
Dragon Tales	COMING	NewKidCo	Dual					
Dragon Warrior Monsters	NOW	Eidos	Dual	GLC				

	Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
Driver	NOW	GT Interactive	Dedicated					
Dukes of Hazzard	COMING	Southpeak Interactive	Dedicated					
Earthworm Jim	NOW	Crave	Dual					
ECW Hardcore Revolution	NOW	Acclaim	Dedicated					
Elmo's Adventures in Grouchland	NOW	NewKidCo	Dual					
ESPN NBA 2Night	COMING	Konami	Dedicated		SGB			
Evel Kneivel	NOW	Take2 Interactive/ Rockstar Games	Dual					
F1 Championship	COMING	Ubi Soft	Dedicated					
F-18 Thunder Strike	NOW	Majesco	Dedicated					
Family Game Pak	COMING	3DO	Dedicated	GLC				
FIFA 2000	NOW	Electronic Arts	Dual		SGB			
FIFA 2001	COMING	Electronic Arts	Dedicated	GLC				
Flintstones Starring in Burgertime in Bedrock, The	COMING	Classified Games	Dedicated	GLC				
Force 21	COMING	Red Storm	Dedicated					
Frogger	NOW	Majesco	Dual					
Frogger 2	COMING	Majesco	Dedicated					
Galaga	COMING	Majesco	Dedicated					
Galaxian	COMING	Majesco	Dedicated					
Game and Watch Gallery 2	NOW	Nintendo	Dual		SGB			
Game and Watch Gallery 3	NOW	Nintendo	Dual	GLC				
Gauntlet Legends	COMING	Midway	Dedicated					
Gex: Enter the Gecko	NOW	Crave	Dual					
Gex 3 "Pocket Gecko"	NOW	Eidos	Dual					
Ghosts N' Goblins	NOW	Capcom	Dual					
Godzilla	NOW	Crave	Dual					
Grand Theft Auto	NOW	Take2 Interactive/ Rockstar Games	Dual					
Grinch, The	COMING	Konami	Dedicated		SGB			
Harvest Moon	NOW	Natsume	Dual	GLC	SGB			
Harvest Moon 2	COMING	Natsume	Dual	GLC	SGB			
Hello Kitty: Cube Frenzy	NOW	NewKidCo	Dual					
Hercules: The Legendary Journeys	COMING	Interplay	Dedicated	GLC				
Heroes of Might and Magic	NOW	3DO	Dedicated					
Hole in One Golf	NOW	Natsume	Dual	GLC	SGB			R
Hot Wheels Stunt Track Driver	NOW	Mattel	Dual	GLC				
Inspector Gadget	COMING	Ubi Soft	Dedicated					
International Rally	NOW	Konami	Dedicated		SGB			
International Track & Field	NOW	Konami	Dedicated		SGB			
Jeremy McGrath Supercross 2000	NOW	Acclaim	Dedicated					
Jim Henson's Muppets	NOW	Take2 Interactive/ Rockstar Games	Dedicated					
Jungle Book	COMING	Ubi Soft	Dedicated					
Ken Griffey Jr.'s Slugfest	NOW	Nintendo	Dedicated					
Knockout Kings	NOW	Electronic Arts	Dedicated	GLC				
Legend of the River King	NOW	Natsume	Dual		SGB			
Legend of the River King 2	COMING	Natsume	Dual	GLC	SGB			R
Legend of Zelda: Link's Awakening DX	NOW	Nintendo	Dual		SGB			
Lil' Monster	COMING	Agetec	Dual	GLC				
Lion King 2	COMING	Activision	Dedicated					
Little Mermaid	COMING	Nintendo	Dedicated					R
Looney Tunes	NOW	Sunsoft	Dual					
Looney Tunes Collector: Alert!	NOW	Infogrames	Dedicated					
Looney Tunes Collector: Attack!	COMING	Infogrames	Dedicated	GLC				
Lufia: The Beginning of a Legend	COMING	Natsume	Dedicated					
M & M Minis Madness	COMING	Majesco	Dedicated					
Madden NFL 2000	NOW	Electronic Arts	Dual		SGB			
Magical Drop	COMING	Classified Games	Dedicated	GLC				
Magical Tetris Challenge	NOW	Capcom	Dedicated					
Marble Madness	NOW	Midway	Dedicated					
Mario Golf	NOW	Nintendo	Dedicated	GLC			Trans.	
Mask of Zorro	NOW	Sunsoft	Dedicated					
Mat Hoffman BMX Pro Racer	COMING	Activision	Dedicated					
Matchbox Caterpillar Construction Zone	NOW	Mattel	Dual					
Matchbox Caterpillar Construction Zone 2: Gold Mining	COMING	Mattel	Dedicated					
Matchbox Emergency Control	COMING	Mattel	Dedicated					
Matchbox Mission Bravo	COMING	Mattel	Dedicated	GLC				
Max Steel	COMING	Mattel	Dedicated					
Mega Man X	COMING	Capcom	Dual					
Men In Black: The Series	NOW	Crave	Dual					
Men In Black 2: The Series	COMING	Crave	Dedicated					
Metal Gear Solid	NOW	Konami	Dedicated					
Mickey's Racing Adventure	NOW	Nintendo	Dedicated			IC		
Micro Machines 1 and 2: Twin Turbo	NOW	THQ	Dedicated					

	Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
Micro Machines V3	COMING	THQ	Dedicated					
Microsoft 6 in 1 Puzzle Collection	COMING	Classified Games	Dedicated					
Microsoft Entertainment Pack	COMING	Classified Games	Dedicated					
Microsoft Pinball	COMING	Classified Games	Dedicated					
Millennium Winter Sports	NOW	Konami	Dedicated		SGB			
Missile Command	NOW	Majesco	Dedicated					R
Monopoly	NOW	Majesco	Dual					
Monster Rancher Battle Card	COMING	Tecmo	Dual	GLC	SGB			
Moomin's Tale	COMING	Sunsoft	Dedicated					
Mr. Driller	COMING	Namco	Dedicated					
Mr. Nutz	NOW	Infogrames	Dedicated					
Ms. Pac-Man: Special Color Edition	NOW	Namco	Dedicated					
MTV Sports: BMX	COMING	THQ	Dedicated					
MTV Sports: Skateboarding	COMING	THQ	Dedicated					
Mummy, The	COMING	Konami	Dedicated		SGB			
NASCAR 2000	COMING	Electronic Arts	Dedicated	GLC				
NASCAR Challenge	NOW	Majesco	Dedicated					
NASCAR Heat	COMING	Majesco	Dedicated					
NASCAR Racers	COMING	Majesco	Dedicated					
NBA In the Zone 2000	NOW	Konami	Dedicated		SGB			
NBA JAM 2001	COMING	Acclaim	Dedicated					
NBA Live 2000	COMING	Electronic Arts	Dual					
NBA Showtime	NOW	Midway	Dedicated					
NBA Showtime 2001	COMING	Midway	Dedicated					
NBA 3 on 3 Featuring Kobe Bryant	NOW	Nintendo	Dual	GLC	SGB			
New Adventures of Mary-Kate & Ashley, The	NOW	Acclaim	Dual					
New Adventures of Mary-Kate & Ashley: Get a Clue!,The	COMING	Acclaim	Dual					
NFL Blitz 2000	NOW	Midway	Dedicated					
NFL Blitz 2001	COMING	Midway	Dedicated					
NHL 2000	NOW	Electronic Arts	Dual		SGB			
NHL Blades of Steel 2000	NOW	Konami	Dedicated		SGB			
Nicktoons Racing	COMING	Majesco	Dedicated					
Pac-Man: Special Color Edition	NOW	Namco	Dedicated					
Paperboy	NOW	Midway	Dedicated					
Perfect Dark	COMING	Nintendo	Dedicated	GLC		IC	Trans.	R
Pocket GT Racer	COMING	Interplay	Dedicated	GLC				
Pocket Soccer	COMING	Nintendo	Dedicated	GLC		IC		
Pokémon Puzzle League	COMING	Nintendo	Dual					
Pokémon Blue	NOW	Nintendo	Dual	GLC	SGB		Trans.	
Pokémon Gold	COMING	Nintendo	Dual	GLC		IC		
Pokémon Pinball	NOW	Nintendo	Dual		SGB	IC		R
Pokémon Red	NOW	Nintendo	Dual	GLC	SGB		Trans.	
Pokémon Trading Card	NOW	Nintendo	Dual	GLC	SGB	IC		
Pokémon Silver	COMING	Nintendo	Dual	GLC		IC		
Pokémon Yellow	NOW	Nintendo	Dual	GLC	SGB			
Polaris SnoCross	NOW	Vatical	Dedicated	GLC				R
Pong: The Next Level	NOW	Majesco	Dedicated					
Porky Pig	COMING	Sunsoft	Dual					
Power Rangers Lightspeed Rescue	COMING	THQ	Dedicated					
Power Spike Pro Beach Volleyball	COMING	Infogrames	Dedicated					
Powerpuff Girls: Bad Mojo	COMING	Bay Area Multimedia	Dedicated	GLC		IC		
Powerpuff Girls: Paint the Townsville Green	COMING	Bay Area Multimedia	Dedicated	GLC		IC		
Prince of Persia	NOW	Mattel	Dual					
Pro Darts	NOW	Vatical	Dedicated					
Puchi Carat	COMING	Natsume	Dedicated	GLC				
Puzzle Master	NOW	Metro 3D	Dual					
Q-Bert	COMING	Majesco	Dedicated					
Qix Adventure	COMING	Natsume	Dedicated					
Quest for Camelot	NOW	Nintendo	Dual		SGB			
Quest RPG - Brian's Journey	NOW	Sunsoft	Dual					
Rainbow Six	NOW	Red Storm	Dedicated					
Rampart	NOW	Midway	Dedicated	GLC				
Rayman	NOW	Ubi Soft	Dedicated			IC		
Ready 2 Rumble	NOW	Midway	Dedicated					R
Ready 2 Rumble 2	COMING	Midway	Dedicated					
Return of the Ninja	COMING	Natsume	Dedicated					
Revalations: The Demon Slayer	NOW	Atlus Software	Dual					
Road to El Dorado, The	COMING	Ubi Soft	Dedicated			IC		
Road Rash	COMING	Electronic Arts	Dedicated	GLC				
Roadsters	NOW	Titus	Dual					
Ronaldo V-Soccer	COMING	Infogrames	Dual					
Roswell	COMING	Red Storm	Dedicated					
Rugrats In Paris: The Movie	COMING	THQ	Dedicated					
Rugrats Time Travelers	NOW	THQ	Dual					
Rugrats: Totally Angelica	NOW	THQ	Dedicated			IC		
Rune Lords	COMING	Kemco	Dedicated					

	Availability	Publisher	Compatibility	Game Link Cable	Super Game Boy Enhanced	Infrared Compatibility	Transfer Pak	Rumble Pak Feature
R-Type DX	NOW	Nintendo	Dual					
Saffire: Lost Treasures of the Acropolis	COMING	Classified Games	Dedicated			IC		
San Francisco Rush 2049	COMING	Midway	Dedicated					
Sarge's Heroes (working title)	COMING	3DO	Dedicated					
Scooby Doo	COMING	THQ	Dedicated					
SeaDoo HydroCross	COMING	Vatical	Dedicated	GLC				
Sesame Street Sports	COMING	NewKidCo	Dual					
Sgt. Rock Frontline	COMING	Bay Area Multimedia	Dedicated					
Shamus	NOW	Vatical	Dual					
Simpsons, The	COMING	THQ	Dedicated					
Softball Slam	COMING	3DO	Dedicated	GLC				
Space Ghost / Elevator Action	COMING	Bay Area Multimedia	Dedicated					
Space Ghost / Pop-n-Pop	COMING	Bay Area Multimedia	Dedicated					
Space Invaders	NOW	Activision	Dual					
Space Marauder	COMING	Agetec	Dedicated					
Spawn	NOW	Konami	Dedicated		SGB			
Speedy Gonzales - Aztec Adventure	NOW	Sunsoft	Dual					
Spider-Man	COMING	Activision	Dedicated					
Spy vs. Spy	NOW	Vatical	Dedicated	GLC				
Star Wars Episode One: Racer	NOW	Nintendo	Dedicated	GLC				
Street Fighter Alpha	NOW	Capcom	Dedicated					
Super Breakout	NOW	Majesco	Dual					
Super Mario Bros. Deluxe	NOW	Nintendo	Dedicated	GLC		IC		
Super Mario Land 2 - 6 Golden Coins	NOW	Nintendo	Dual					
Survival Kids	NOW	Konami	Dual		SGB			
Tarzan	NOW	Activision	Dedicated					
Tasmanian Devil - Munching Madness	NOW	Sunsoft	Dual					
Territory	COMING	Kemco	Dedicated	GLC				
Test Drive Cycles	COMING	Infogrames	Dedicated	GLC				
Test Drive Le Mans	COMING	Infogrames	Dedicated					
Tetris DX	NOW	Nintendo	Dual	GLC				
Tiger Woods PGA Tour 2000	NOW	Electronic Arts	Dual					
Titus the Fox	COMING	Titus	Dual	GLC				
TOCA Touring Car Championship	COMING	Southpeak Interactive	Dedicated					
Tom & Jerry	COMING	NewKidCo	Dedicated					
Tom & Jerry	NOW	Majesco	Dual					
Tomb Raider	NOW	Eidos	Dual					
Tonka Raceway	NOW	Majesco	Dedicated					R
Tony Hawk's Pro Skater	NOW	Activision	Dedicated					
Tony Hawk's Pro Skater 2	COMING	Activision	Dedicated					
Toobin'	NOW	Midway	Dedicated					
Toonsylvania	COMING	Ubi Soft	Dedicated					
Top Gear Pocket 2	NOW	Vatical	Dedicated	GLC				
Towers: Lord Baniff's Revenge	COMING	Vatical	Dedicated					
Toy Story 2	NOW	THQ	Dual		SGB			
Trick Boarder	COMING	Natsume	Dedicated	GLC		IC		
Triple Play 2001	NOW	THQ	Dedicated					
Tyrannosaurus Tex	NOW	Eidos	Dual					
Turok 3: Shadow of Oblivion	COMING	Acclaim	Dedicated					
Turok: Rage Wars	NOW	Acclaim	Dedicated					
Tweety's High Flying Adventure	COMING	Kemco	Dedicated	GLC				
Ultimate Paintball	NOW	Majesco	Dedicated					
Uno	NOW	Mattel	Dual	GLC				
Vegas Games	NOW	3DO	Dedicated					
Vegas Games II	COMING	3DO	Dedicated					
Vigilante 8	NOW	Vatical	Dedicated	GLC				R
V.I.P.	COMING	Ubi Soft	Dedicated			IC		
VR Powerboat	COMING	Vatical	Dual	GLC				
Wacky Races	COMING	Infogrames	Dedicated					
Walt Disney World Racing	NOW	Eidos	Dual					
Wario Land 2	NOW	Nintendo	Dual		SGB			
Wario Land 3	COMING	Nintendo	Dedicated					
Warlocked	COMING	Nintendo	Dedicated	GLC		IC		
WCW Mayhem	NOW	Electronic Arts	Dedicated	GLC				
Wild Thornberry's Rambler	COMING	Mattel	Dedicated	GLC				
Winnie the Pooh	NOW	NewKidCo	Dedicated					
Woody Woodpecker Racing	COMING	Konami	Dedicated		SGB			
WWF Armageddon	COMING	THQ	Dedicated				TP	
WWF WrestleMania 2000	NOW	THQ	Dual	GLC				
X-Men Academy	COMING	Activision	Dedicated					
X-Men Mutant Wars	COMING	Activision	Dedicated					
Xena: Warrior Princess	COMING	Interplay	Dedicated	GLC				
Xtreme Sports	COMING	Infogrames	Dedicated					
Yar's Revenge	NOW	Vatical	Dual					
Yoda Stories	NOW	THQ	Dual					
Zebco Fishing	NOW	Vatical	Dedicated					R

*As many games are still in development, information subject to change.

	Availability	Publisher	Expansion Pak	Controller Pak	Rumble Pak	Transfer Pak
1080° Snowboarding	NOW	Nintendo			R	
40 Winks	COMING	GTI	E	C	R	
Aidyn Chronicles	COMING	THQ	E	C		
All Star Baseball 2001	NOW	Acclaim	E	C	R	
Arcade Flashback Vol. 1	COMING	Midway				
Armorines: Project S.W.A.R.M.	NOW	Acclaim	E	C	R	
Army Men: Air Combat	COMING	3DO	E	C	R	
Army Men: Sarge's Heroes	NOW	3DO	E	C	R	
Army Men: Sarge's Heroes 2	COMING	3DO		C	R	
Banjo-Kazooie	NOW	Nintendo			R	
Banjo-Tooie	COMING	Nintendo				
Bassmasters 2000	NOW	THQ	E	C	R	
Batman Beyond: Return of the Joker	NOW	Kemco		C		
BattleTanx: Global Assault	NOW	3DO		C	R	
Battlezone	NOW	Crave	E	C	R	
Beast Wars: Transmetals	COMING	Bay Area Multimedia			R	
Big Mountain 2000	COMING	SouthPeak Interactive		C	R	
Blues Brothers 2000	COMING	Titus				
Bomberman Hero	NOW	Nintendo			R	
Bomberman 64: The Second Attack	COMING	Vatical		C	R	
Bomberman 64	NOW	Nintendo		C		
Brunswick Circuit Pro Bowling	NOW	THQ	E	C	R	
Carmageddon 64	COMING	Titus		C		
Castlevania: Legacy of Darkness	NOW	Konami	E	C	R	
Chameleon Twist	NOW	Sunsoft			R	
Chameleon Twist 2	NOW	Sunsoft		C	R	
Command and Conquer	NOW	Nintendo	E		R	
Conker's Bad Fur Day	COMING	Nintendo			R	
Cruis'n Exotica	COMING	Midway				
Cruis'n USA	NOW	Nintendo		C		
Cruis'n World	NOW	Nintendo			R	
CyberTiger	NOW	Electronic Arts	E	C	R	
Daikatana	NOW	Kemco	E	C	R	
Destruction Derby 64	NOW	THQ			R	
Diddy Kong Racing	NOW	Nintendo		C	R	
Dinosaur Planet	COMING	Nintendo	Required			
Disney's: A Bug's Life	NOW	Activision		C	R	
Donald Duck's Quack Attack	COMING	Ubi Soft	E			
Donkey Kong 64	NOW	Nintendo	Required		R	
EA SPORTS Supercross 2000	COMING	Electronic Arts	E	C	R	
Earthworm Jim 3D	NOW	Take2 Interactive/ Rockstar Games				
ECW Hardcore Revolution	NOW	Acclaim		C	R	
Eternal Darkness	COMING	Nintendo				
Excitebike 64	NOW	Nintendo	E	C	R	
F-Zero X	NOW	Nintendo			R	
F1 Championship	COMING	Ubi Soft		C	R	
F1 World Grand Prix	NOW	Nintendo			R	
Fighter's Destiny II	COMING	SouthPeak Interactive		C	R	
Gauntlet Legends	NOW	Midway	E	C	R	
Goemon's Great Adventure	NOW	Konami		C	R	
GoldenEye 007	NOW	Nintendo			R	
Harvest Moon 64	NOW	Natsume				
Hercules: The Legendary Journeys	COMING	Titus				
Hey You, Pikachu! (VRS)	COMING	Nintendo				
Hot Wheels Turbo Racing	NOW	Electronic Arts		C	R	
Hybrid Heaven	NOW	Konami	E	C	R	
Hydro Thunder	NOW	Midway	E	C	R	
Indy Racing 2000	NOW	GT Interactive	E			
International Superstar Soccer 2000	COMING	Konami		C	R	
International Track & Field 2000	NOW	Konami	E	C	R	
Jeremy McGrath Supercross 2000	NOW	Acclaim	E	C	R	
Jet Force Gemini	NOW	Nintendo			R	
Ken Griffey Jr.'s Slugfest	NOW	Nintendo	E		R	
Kirby 64: The Crystal Shards	COMING	Nintendo			R	
Knockout Kings 2000	NOW	Electronic Arts		C	R	
Kobe Bryant in NBA Courtside	NOW	Nintendo		C	R	
Legend of Zelda: Majora's Mask	COMING	Nintendo	Required		R	
Legend of Zelda: Ocarina of Time	NOW	Nintendo			R	
Looney Tunes: Duck Dodgers Starring Daffy Duck	NOW	Infogrames		C	R	
Looney Tunes: Taz Express	COMING	Infogrames			R	
Madden NFL 2000	NOW	Electronic Arts	E	C	R	
Madden NFL 2001	COMING	Electronic Arts	E	C	R	
Major League Baseball Featuring Ken Griffey Jr.	NOW	Nintendo		C	R	
Mario Golf	NOW	Nintendo			R	T
Mario Kart 64	NOW	Nintendo		C		
Mario Party 2	NOW	Nintendo			R	
Mario Tennis	COMING	Nintendo				
Mega Man 64	COMING		E			

	Availability	Publisher	Expansion Pak	Controller Pak	Rumble Pak	Transfer Pak		
Mia Hamn Soccer 64	COMING	SouthPeak Interactive		C				
Mickey's Speedway USA	COMING	Nintendo						
Monster Truck Madness	NOW	Take2 Interactive/ Rockstar Games			R			
Ms. Pac-Man: Maze Madness	COMING	Namco		C	R			
NASCAR 2000	NOW	Electronic Arts		C	R			
NBA Courtside 2 Featuring Kobe Bryant	NOW	Nintendo			R			
NBA In the Zone 2000	NOW	Konami		C	R			
NBA JAM 2000	NOW	Acclaim		C	R			
NBA Live 2000	NOW	Electronic Arts		C	R			
NBA Showtime	NOW	Midway		C	R			
New Tetris, The	NOW	Nintendo		C				
NFL Blitz 2000	NOW	Midway		C	R			
NFL Blitz 2001	COMING	Midway		C	R			
NFL Quarterback Club 2000	NOW	Acclaim	E	C	R			
NFL Quarterback Club 2001	COMING	Acclaim	E	C	R			
Nuclear Strike 64	NOW	THQ	E	C	R			
Ogre Battle 64	COMING	Atlus						
Paperboy	NOW	Midway		C	R			
Paper Mario Story (Mario RPG)	COMING	Nintendo						
Perfect Dark	COMING	Nintendo	E	C	R	T		
PGA European Tour	NOW	Infogrames		C				
Pokémon Attack	COMING	Nintendo						
Pokémon Snap	NOW	Nintendo						
Pokémon Stadium	NOW	Nintendo			R	T		
Polaris SnoCross	COMING	Vatical						
Power Rangers Lightspeed Rescue	COMING	THQ		C	R			
Quake 2	NOW	Activision	E	C	R			
Rainbow Six	NOW	Red Storm	E	C	R			
Rally Challenge 2000	COMING	SouthPeak Interactive		C	R			
Rayman 2	NOW	Ubi Soft	E	C				
Ready 2 Rumble	NOW	Midway		C	R			
Ready 2 Rumble 2	COMING	Midway		C	R			
Resident Evil 2	NOW	Capcom	E		R			
Resident Evil Zero	COMING	Capcom	E					
Ridge Racer 64	NOW	Nintendo			R			
Road Rash 64	NOW	THQ	E	C	R			
Roadsters	NOW	Titus	E					
Rocket: Robot on Wheels	NOW	Ubi Soft			R			
Roswell	COMING	Red Storm	E	C	R			
Rugrats In Paris: The Movie	COMING	THQ		C	R			
San Francisco Rush 2049	COMING	Midway	E	C	R			
Scooby Doo	COMING	THQ		C	R			
SeaDoo HydroCross	COMING	Vatical						
Sesame Street: Elmo's Letter Adventure	NOW	NewKidCo						
Sesame Street: Elmo's Number Journey	NOW	NewKidCo						
Shadowgate 64	NOW	Kemco		C				
Shadow Man	NOW	Acclaim	E	C	R			
Snowboard Kids 2	NOW	Atlus			R			
South Park Rally	NOW	Acclaim	E	C	R			
South Park: Chef's Luv Shack	NOW	Acclaim						
Space Invaders	NOW	Activision		C	R			
Spider - Man	COMING	Activision						
Starcraft 64	COMING	Nintendo	E					
Star Fox 64	NOW	Nintendo			R			
Star Wars Episode I: Racer	NOW	Nintendo	E		R			
Star Wars: Rogue Squadron	NOW	Nintendo	E		R			
Super Bowling	COMING	UFO Interactive		C	R			
Super Mario 64	NOW	Nintendo						
Super Smash Bros.	NOW	Nintendo			R			
Superman	NOW	Titus		C	R			
Tom & Jerry	COMING	NewKidCo						
Tony Hawk's Pro Skater	NOW	Activision	E	C	R			
Tony Hawk's Pro Skater 2	COMING	Activision						
Toy Story 2	NOW	Activision		C	R			
Turok 3: Shadow of Oblivion	COMING	Acclaim	E	C	R			
Turok: Rage Wars	NOW	Acclaim	E	C	R			
Vigilante 8: Second Offense	NOW	Activision	E	C	R			
VR Powerboat	COMING	Vatical						
Waialae Country Club: True Golf Classic	NOW	Nintendo			R			
WCW 2000	COMING	Electronic Arts		C	R			
WCW Mayhem	NOW	Electronic Arts		C	R			
Winback: Covert Operations	NOW	Koei		C	R			
Winnie the Pooh	COMING	NewKidCo						
World is Not Enough, The	COMING	Electronic Arts	E	C	R			
WWF Armageddon	COMING	THQ	E	C	R			
WWF WrestleMania 2000	NOW	THQ		C	R			
Xena: Warrior Princess	NOW	Titus	E					
X-Men Mutant Academy	COMING	Activision						
Yoshi's Story	NOW	Nintendo			R			

*As many games are still in development, information subject to change.

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The second wave is coming!
Pokémon Gold Edition

NINTENDO POWER

GUIDE TO

E3 2000

THE POWER TO PLAY

As you visit Nintendo's booth at E3, keep in mind that those new consoles may earn some headlines but in the year 2000, Nintendo's N64 and Game Boy Color will earn the profits and the loyalty of game players. What's important to gamers is the quality of the games, and the line-up for the N64 and Game Boy Color has never been better. So join the pros from **Nintendo Power** on a tour of the games that are the real story of E3.

E3 2000

THE BIG SHOW

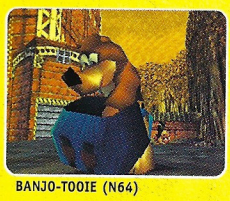
We recommend beginning your exploration of all things Nintendo at the source—Nintendo's giant booth in the West Hall of the L.A. Convention Center. There, you'll find playable demos of the N64 and Game Boy Color games scheduled for release in 2000. This Guide to E3 is broken into three general sections that are reflected in the booth itself. Pokémon games and licensed products are grouped together, while Game Boy Color and N64 titles have their own, packed areas with special displays for highlighted games such as Perfect Dark, Pokémon Gold and Silver, and Banjo-Tooie. In addition to all the first- and second-party titles from Nintendo and Rare, you'll find the best of third-party games running on playable demos or on video screens. After covering the ground at Nintendo's booth, you won't want to miss any of the other titles showing in the booths and offices of third-party publishers. You'll see more major titles for N64 and Game Boy Color this year than at any previous E3.

ALL THAT IS GOLD

So how do you know the great games when you see them? It isn't easy making picks based on five minutes of game play or 30 seconds of highlight footage. Fortunately, Nintendo Power has already done the legwork for you, playing the games, talking to the publishers and developers and putting it all in this Guide to E3.

THE PORPOISE OF GAMES

In author Douglas Adams's loony finale to the Hitchhiker's Guide to the Galaxy series, it turns out that the most intelligent species on earth was not, as most people supposed, human beings or white mice, but dolphins. Recently, game industry insiders have been talking about another superintelligent dolphin that is poised to make quite a splash. Those in the industry should be mindful that the new technology of Dolphin and other consoles is merely the means to the end of delivering exciting new experiences to gaming audiences. Nintendo has the track record, the resources and the all-important creative talent to produce astonishing new interactive worlds. From a gamer's perspective, nobody does it better than Nintendo.

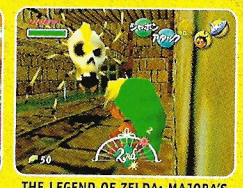

BANJO-TOOIE (N64)

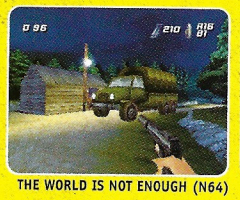
DINOSAUR PLANET (N64)

MEGA MAN (N64)

EXCITEBIKE 64 (N64)

SUPER MARIO RPG 2 (N64)


THE LEGEND OF ZELDA: MAJORA'S MASK (N64)


THE WORLD IS NOT ENOUGH (N64)

KIRBY 64:THE CYSTAL SHARDS (N64)

DONKEY KONG COUNTRY (GBC)

THE LITTLE MERMAID II (GBC)

SPIDER-MAN (GBC)

POKÉMON GOLD & SILVER (GBC)

X-MEN (GBC)

ZELDA: TRIFORCE SERIES (GBC)

The NEXT BIG thing

E3 is always abuzz with rumors of the next big thing. Sometimes it's an innovative game, a super license or a new technology. But what are the gamers saying? We polled them on our web site, nintendo.com, in April, and here's the buzz for the second half of 2000.

N64 *TOP 10*

1. The Legend of Zelda: Majora's Mask
2. The World Is Not Enough
3. Mega Man 64
4. Hey You, Pikachu!
5. Resident Evil: Zero
6. Super Mario RPG 2
7. Banjo-Tooie
8. Conker's Bad Fur Day
9. Ogre Battle 64
10. Kirby 64: The Crystal Shards

GAME BOY COLOR *TOP 10*

1. Pokémon Gold & Silver
2. Zelda Triforce Series
3. Pokémon Attack
4. Perfect Dark
5. Mega Man X
6. The Simpsons
7. Donkey Kong Country
8. Harvest Moon 2
9. The World Is Not Enough
10. Austin Powers

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Banjo-Tooie™:©2000 Nintendo/Rare. Game by Rare. Rareware logo is a trademark of Rare.

Pokémon

If you thought the craze was over and that you'd be able to go through at least one day without hearing names such as Pikachu, Togepi, Charizard and Pokémon, think again. Nintendo's upcoming Pokémon titles and products will rule at retail.

PRECIOUS METALS

Even more precious than gold and silver are the Gold and Silver versions of Pokémon scheduled for release on October 16th of this year. Each 16-Megabit Game Pak contains a whole new world for Pokémon fans to explore, new Pokémon to catch if they can and dozens of new challenges. Eight million copies of Gold and Silver flew off the shelves in Japan between their launch on November 11, 1999 and the end of March 2000. The reasons for that phenomenal sales record will become apparent to you as read the following game description.

POKéMON EVOLVES

Evolution has always played an important part in the life cycle of Pokémon. As any Pokémon trainer will tell you, evolution is one of several processes for improving your Pokémon. The Pokémon brain trusts at GAME FREAK and Nintendo have evolved Gold and Silver so that they have greater depth and more complexities than Blue, Red and Yellow. Even so, trainers can transfer their prized Pokémon from the first-generation games to Gold and Silver, although Gold and Silver Pokémon can't transfer backward to Blue, Red and Yellow. But the real evolution is in the game play.

POKéMON GOLD AND SILVER

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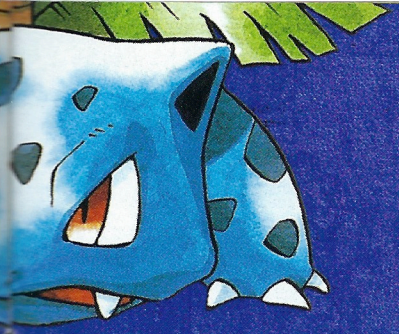
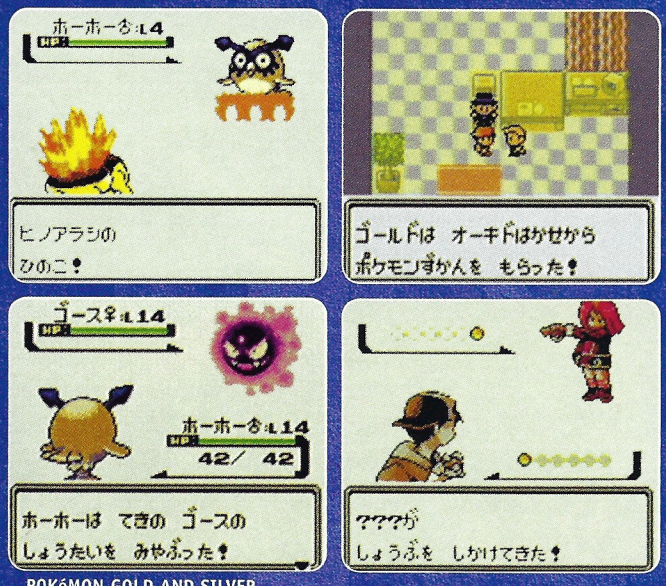




POKéMON GOLD AND SILVER

DAY AND NIGHT

The design team of Gold and Silver wanted to add greater realism to the games, so they created a real flow of time. The clock begins ticking when trainers start playing the game for the first time. Time passes in both the game world and the real world at the same rate, so some Pokémon will appear during only the day or night and some events will occur at specific times or on particular days. What else is new? The games feature male and female Pokémon, two new types (Dark-type and Steel-type), new Poké Balls for catching specific Pokémon, a huge new world to explore, eight new Gym Leaders to defeat, new Pokémon to catch and train, pre-evolved and evolved forms of familiar Pokémon, help and advice from Professor Elm, new PokéGear such as the clock, radio, telephone and map, and the ability to create new Pokémon. The games are designed for Game Boy Color, but they'll play on original Game Boy, as well. You can even import energy watts from a Pokémon Pikachu 2 unit via the infrared port on Game Boy Color. All of the elements that made the first Pokémon games such huge hits are back. Fans will love the collectible trading element, the one-on-one battles, the sprawling areas for RPG exploration, and even familiar places from Blue and Red now in glorious color. Gold and Silver will redefine the word big.

Pokémon

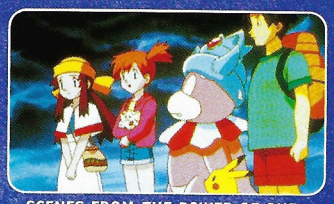
HEY YOU, PIKACHU!

It's one thing having characters in video games talk to you or other characters, and it's something completely different when you can talk to game characters and they actually listen. In Nintendo's upcoming **Hey You, Pikachu!**, the packed-in microphone and special voice recognition software allow players to communicate directly with Pokémon favorite, Pikachu. As you speak, Pikachu will listen then help you gather food, hunt for treasure and more. Your goal is to become best buddies with Pikachu. The target age of Hey You, Pikachu! is fairly young, but it's hard to imagine anyone resisting the temptation to talk to a game. You can look for this one to roll out in the fall.

POKéMON ATTACK

The name may change on this puzzle game from Nintendo, but the fast action and mind-bending puzzles are here to stay. The development team at Nintendo Software Technology Corporation—the folks who created Ridge Racer 64 and Bionic Commando for Game Boy Color—are hard at work on versions of Pokémon Attack for N64 and GBC. Based on a Japanese puzzle game called Panel de Pon and Tetris Attack in North America, Pokémon Attack is a Tetris-style puzzle game that is even more involving than Tetris, and this time around it will feature Pokémon themes. Release for Pokémon Attack on both systems is set for early fall.

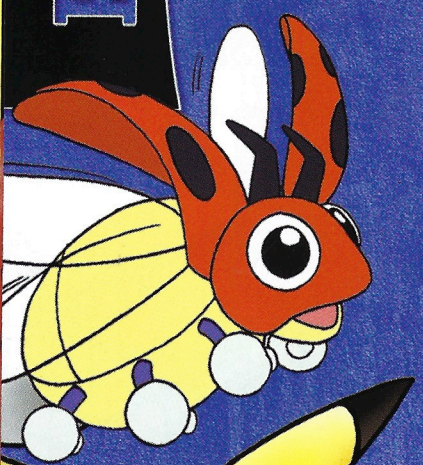
HEY YOU, PIKACHU!

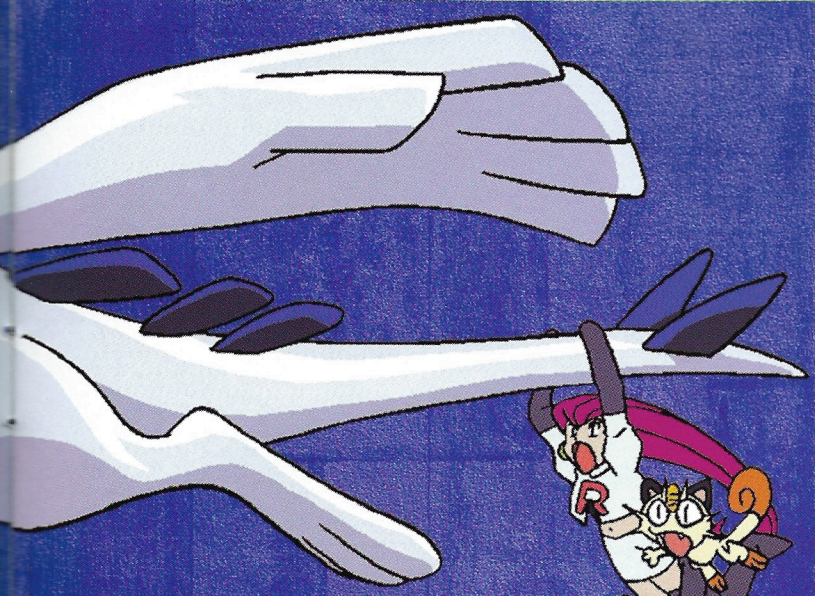


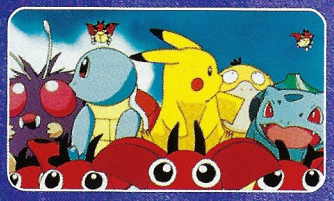
SCENES FROM *THE POWER OF ONE*

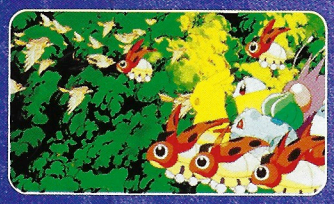
POKéFEVER

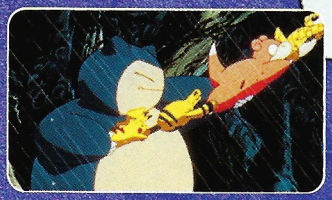
Nintendo isn't the only company that has followed the golden path of Pokémon. The licensing universe of Pokémon includes such powerhouse names as Hasbro, Warner Bros. and Wizards of the Coast. At the Nintendo booth, look for many new products based on Gold, Silver and the overall Pokémon license, or stop by and talk to the folks at LCI or Nintendo's licensing department.

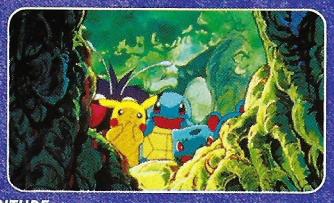












SCENES FROM *PIKACHU'S RESCUE ADVENTURE*

POKéMON PIKACHU 2

Pokémon fans can forget about separation anxiety when they turn off Hey You, Pikachu! because **Pokémon Pikachu 2** never sleeps. This new color version of the portable Pikachu companion has the capacity to transfer watts to Gold and Silver Game Paks via the infrared port on Game Boy Color. Playing simple games and caring for Pikachu pave the road to success, and you can earn watts by walking along that road or any other byway, because Pokémon Pikachu 2 generates power from motion. Fans will walk away with these little wonders beginning in September.

POKéMON THE MOVIE 2000

On July 21st, the second Pokémon cinematic extravaganza will hit the silver screens of North America. Nintendo, 4Kids Entertainment and Warner Bros. are teaming up to bring out **Pokémon The Movie 2000** including a main feature—*The Power of One*—and a 22-minute cartoon, *Pikachu's Rescue Adventure*. *The Power of One* follows Ash Ketchum, Pikachu and pals in their desperate race to save the world from climactic chaos caused by uncontrollable legendary Pokémon. A zealous Pokémon collector unleashed the cosmic forces, and only Ash can save the world. Pikachu's Rescue Adventure is a fun-filled frolic with virtually no dialogue—that is unless you can understand PokéSpeak. With new Pokémon and lots of action, both films are bound to please.

Amazing POKéMON Facts

- More than 13.5 million Pokémon-related video games have been sold to date in the U.S.
- The Pokémon franchise grossed more than $1.2 billion in the U.S. in 1999 and is projected to exceed $2.8 billion in total retail revenues in 2000.
- Since its October '99 debut, Pokémon™ Yellow Version: Special Pikachu Edition has sold more than 2.8 million cartridges, making it the fastest-selling Nintendo title of all time.
- Nintendo Pokémon games held five of the top 10 spots of the top-selling interactive entertainment titles for 1999.
- The U.S. debut of the animated feature-length film, "Pokémon™: The First Movie," grossed more than $52 million during its first week at the box office in November '99. At the time of release, it was the largest opening week in history for an animated feature film.
- For the first time, the Kids WB's Saturday morning lineup, led by Pokémon, was #1 for the fourth quarter of 1999. The Pokémon animated television program remains the #1 rated kids show.
- All Nippon Airways, Japan's largest airline, offers passengers three aircraft painted with Pokémon characters.
- Pokémon remains the #1 search word in The Lycos 50™ list of most popular user searches for the week ending January 29, 2000.

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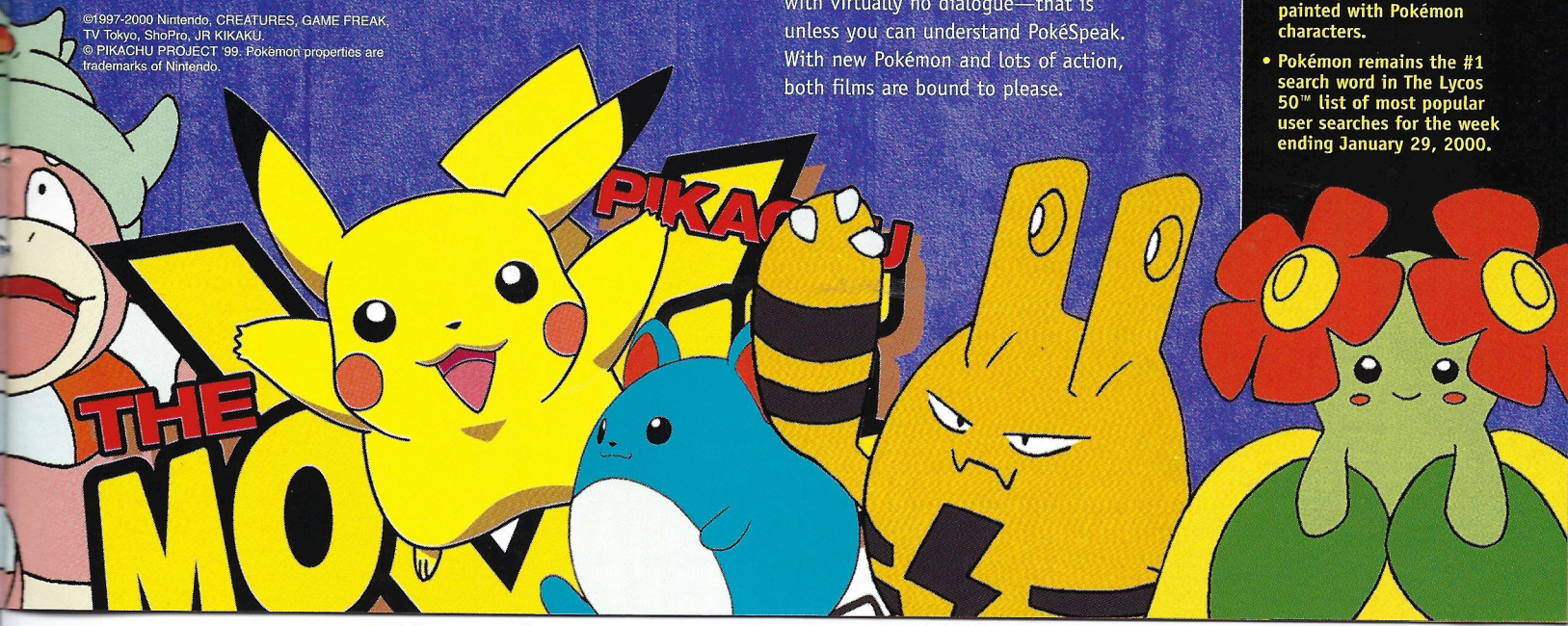

N64

While Zelda, Mario, Banjo, Turok and Army Men are making welcome return appearances, the N64 lineup is as strong as ever with surefire hits starring new characters like dinosaurs, ducks, superheroes and even a foul-mouthed squirrel.

IN THE PINK AND RARIN' TO GO

Except for whatever vacuum-mouthed Kirby swallows and spits up in the candy-coated platformer **Kirby 64: The Crystal Shards**, there's nothing regurgitated here. **Excitebike 64** may be a familiar name, but it's a fresh, high-octane take on the tried and true, spiced up like only the N64 can do. Equally fast and exciting will be **Mickey's Speedway USA** from Rare. Racers will be able to zip across America, driving as Mickey, Minnie, Donald, Daisy, Goofy and Pete to rescue dognapped Pluto. Diddy Kong Racing's megahit success proved Rare could create a great racing game, and, teamed with Disney, the company seems revved up to do it again.

THE LEGEND OF ZELDA: MAJORA'S MASK

Furthering the adventures young Link had in Ocarina of Time, **The Legend of Zelda: Majora's Mask** uses much of the blockbuster's game play mechanics in a sprawling adventure that sends the Hyrulean hero in a parallel universe to prevent the moon from crashing into his world. Two fairies now accompany Link, and he dons different masks to assume the powers of the rolling, rocklike Gorons, aquatic Zoras and hovering Deku Scrubs. The game is being overseen by Zelda's creator, Shigeru Miyamoto, so no doubt Link's odyssey will be a feast for the eyes as well as the mind.

THE LEGEND OF ZELDA: MAJORA'S MASK

SUPER MARIO RPG 2

SUPER MARIO RPG 2

If the fact that this is a sequel of sorts to the classic Super Mario RPG for the Super NES isn't intriguing enough, the game's unique look should pique your interest—**Super Mario RPG 2** melds 2-D with 3-D, in a side-scroller starring a flat Mario and paper-thin, cut-out characters who inhabit a contrasting world bulked up in full 3-D.

BANJO-TOOIE

MARIO TENNIS

BANJO-TOOIE

At last year's E3, the Academy of Interactive Arts and Sciences named Banjo-Kazooie the Console Game of the Year for 1998, and Rare's sequel goes far beyond everything that made the original so astounding. Little has been leaked out about **Banjo-Tooie**, but it turns out the bear and bird adventure is more finished than you'd guess (it's practically done!). Banjo can transform into a van, submarine, T-rex and snowball—and the game is also well worth a look just so you can see the bear brandish Kazooie as an egg-spewing weapon in a first-person, four-player battle mode a la GoldenEye 007. Exquisite graphics, offbeat humor and even a mode that allows a second player to control various enemies guarantee that Banjo-Tooie will be a jaw-dropping showstopper.

MARIO TENNIS

From Camelot, the developers behind Mario Golf, comes Mario's latest foray into the sports racket, **Mario Tennis.** An arcade-style game starring Mario, Luigi, Peach, Wario and Yoshi, Mario Tennis serves up outrageous ways to maintain disorder on the court, including crazy smashes and powered-up volleys. And just as Mario has his archrival Wario, Luigi will meet his very own mirror-image nemesis who'll make his debut in Mario Tennis.

N64 2000

THE 3DO COMPANY
Booth 2466
- Army Men: Sarge's Heroes 2

ACCLAIM
Booth 1124
- All-Star Baseball 2001
- NFL Quarterback Club 2001
- Turok 3: Shadow of Oblivion

ACTIVISION
Booths 304, 646
- Spider-Man
- X-MEN Mutant Academy

CAPCOM
Booth 424
- Mega Man 64
- Resident Evil Zero

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THE FUTURE'S SO DARK IT'S BRIGHT

The PC strategy game sensation, **StarCraft 64** will be making its way to the N64, but the big hubbub is all about **Perfect Dark**, the highly anticipated first-person shoot-'em-up from the team that brought you GoldenEye 007. The staggering game won't disappoint, and if you can pull yourself away from it, you might want to check out some other soon-to-be-classics...

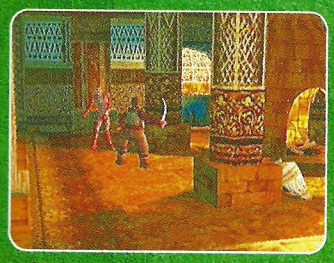
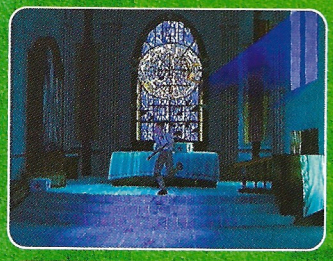
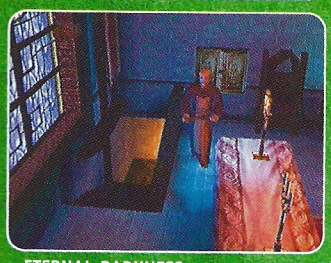
CONKER'S BAD FUR DAY

One glance at the revamped, gutter-mouthed Conker, and you'll know this isn't the cute and cuddly squirrel game you once thought it was. The reluctant hero's adventure starts with a must-see spoof of *Saving Private Ryan's* opening scene, complete with bright-eyed, bushy-tailed creatures getting ventilated in a hailstorm of bullets and blood. From there, Rare takes that gonzo attitude and just runs with it. Stuffed with enough irreverent humor, over-the-top violence and lewd innuendo to embarrass those South Park kids, **Conker's Bad Fur Day** at least looks classy. Rare has plopped the frantic forager into lush landscapes and given the raunchy rodent ever-changing moods for his ultraexpressive, buck-toothed mug.

DINOSAUR PLANET

DINOSAUR PLANET

Rare gets Jurassic with the action in its out-of-the-woodwork surprise offering, **Dinosaur Planet.** Gamers will be able to control Sabre or Krystal, who occasionally will be accompanied by dino sidekicks, Kyte and Tricky. Dinosaur Planet is packed with hours of spoken dialogue, over 50 characters, situation-based controls and dynamic weather, lighting and shadowing, so who knows? It just may be the best thing to come along since fire.

ETERNAL DARKNESS

PERFECT DARK

ETERNAL DARKNESS

Unlike other survival horror games, Nintendo's **Eternal Darkness** dares to be more of a cerebral scare, provoking a deeper response through both its story and game play. At the fast-pounding heart of it all is its story, which, quite literally, will draw the main character Alexandra into its dusty pages. Every level of the gothic adventure is a chapter in a mysterious tome, and each section of the book will have you playing as a different character, battling the undead, dodging traps and cracking cryptic puzzles. Each chapter is set in a different era, so as you unravel the mystery of the book, the souls who have gone before you, including a 14th-century monk and a World War I reporter, will tell their tales. A drop-dead gorgeous but gruesome game of spellcasting (conjuring up over 120 spell combinations) and endless possibilities, Eternal Darkness will throw different types of hideous enemies at you depending on pivotal choices you make in the game. And the unique combat system will allow you to use weapons like swords and elephant guns to dismember the monsters in different ways, too—all depending on where you aim and what you lop off. Even more noteworthy is the thriller's mind-bending "sanity" meter. The more magic and violence you use, the more you'll question your sanity and reality until you find yourself helpless in a horrific situation that may or may not reveal itself to be only a hallucination.

N64 2000

ELECTRONIC ARTS
Booths 308, 309, 900
- The World Is Not Enough

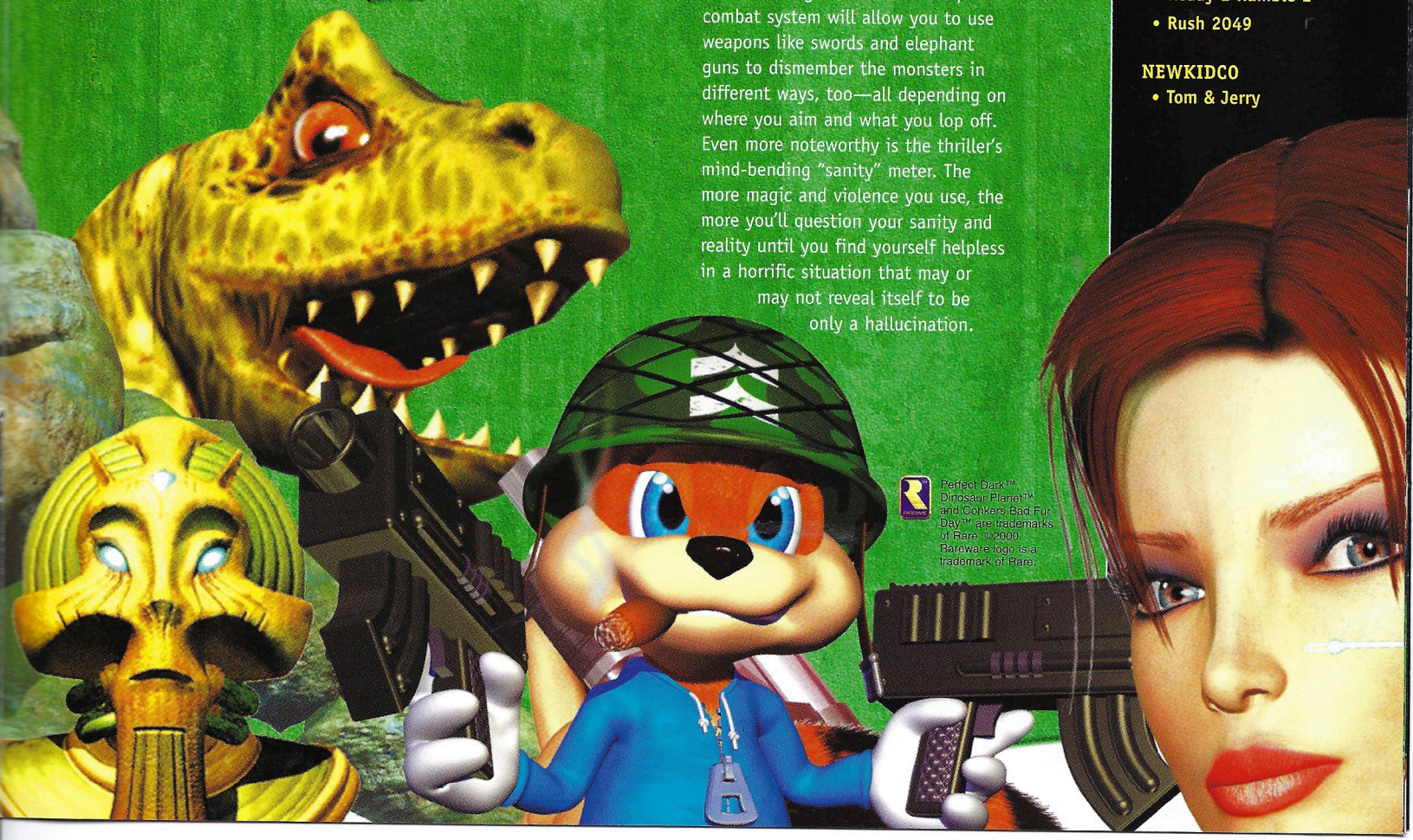
GT INTERACTIVE
Booth 1100
- Indy Racing 2000

INFOGRAMES
Booths 401, 1324
- Looney Tunes: Duck Dodgers Starring Daffy Duck
- Taz Express

KEMCO
Booth 300
- Batman Beyond

MIDWAY
Booths 303, 600
- Cruis'n Exotica
- NFL Blitz 2001
- Ready 2 Rumble 2
- Rush 2049

NEWKIDCO
- Tom & Jerry



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CALLING ALL SUPERHEROES

If your Spider Sense is tingling, it's because caped crusaders and heroes in tights are invading the N64. Infogrames will show its madcap space adventure, **Looney Tunes: Duck Dodgers Starring Daffy Duck**, while THQ will present **Power Rangers Lightspeed Rescue**, a 30-level action game boasting the vocal talents of the TV show's color-coordinated heroes. For DC Comics fans, Kemco will have **Batman Beyond**. On the Marvel side of things, Activision will be slinging the wall-crawling adventure, **Spider-Man**, as well as **X-MEN Mutant Academy**, a fighting game that unleashes 10 combatants decked out in costumes from both the comic *and* the upcoming film. And while they may not have superpowers, the WWF's superstars are nonetheless musclebound and dressed in spandex, and they'll be laying the smack down in THQ's **WWF Armageddon**.

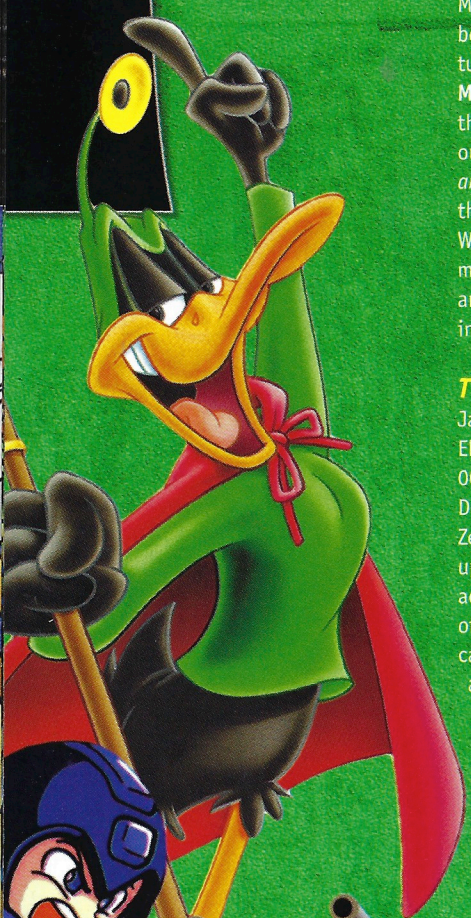
LOONEY TUNES: DUCK DODGERS STARRING DAFFY DUCK

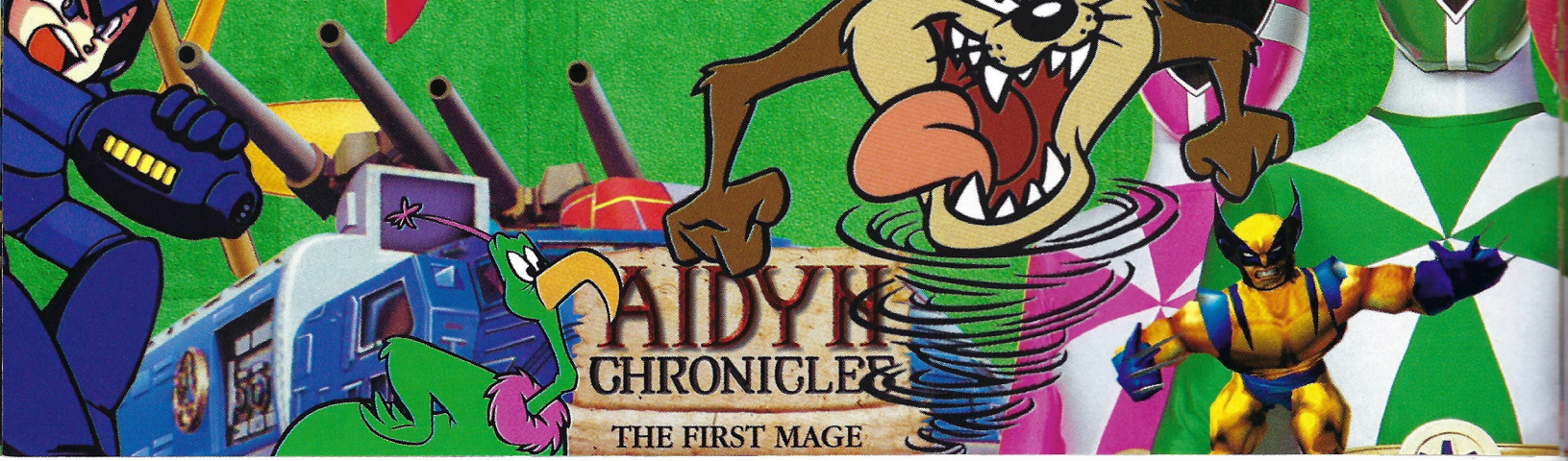
THE WORLD IS NOT ENOUGH

THE WORLD IS NOT ENOUGH

James Bond is back, but this time it's Electronic Arts that's giving Agent 007 a license to thrill on the N64. Developer Eurocom (Duke Nukem: Zero Hour) is shaking and stirring up EA's first-person cloak-and-dagger adventure in the stealthy tradition of GoldenEye 007. With night vision cat-and-mouse sniping, surprise-attacking enemies who drop from the ceiling and a loaded arsenal of weapons and gadgets, **The World Is Not Enough** is looking sharper than Pierce Brosnan at a cocktail party.

POWER RANGERS LIGHTSPEED RESCUE





AIDYN CHRONICLES: THE FIRST MAGE

MEGA MAN 64

TAZ EXPRESS

BLUE AND UNDEAD

The big buzz surrounding Capcom is that it will be unveiling a pair of games revolving around franchises with rabid followings: megapopular Mega Man and megaspooky Resident Evil. For fans of explosive action, the Blue Bomber will make his long-awaited N64 debut in **Mega Man 64**, a game based on Mega Man Legends. For braver souls, Capcom's slick prequel, **Resident Evil Zero**, will tingle spines and reveal the origins behind the entire survival horror series.

AIDYN CHRONICLES: THE FIRST MAGE

THQ is touting it as the "first true RPG for the N64," and now's your chance to see why. Served up on a 256-Megabit cartridge, **Aidyn Chronicles** boasts party-based sword and sorcery, turn-based combat, random weather, 40 estimated hours of game play and close to 100 types of enemies. And all of this wizardry and chivalry goes down in a fully 3-D world of epic proportion.

TAZ EXPRESS

When it absolutely, positively has to get there in a whirlwind of slobber and flying fur, rely on **Taz Express**, the Looney Tunes delivery service that has just recruited the Tasmanian Devil as a courier. Infogrames' second Looney Tunes game for the N64 sends Taz in a tailspin, pitting the speed demon against Marvin the Martian, Wile E. Coyote and Yosemite Sam. Spinning across five worlds on his 25-level route to deliver an ACME crate, Taz will be able to carry, eat or pounce on just about everything in what Infogrames promises to be a fully interactive, "living" environment.

N64 2000

NINTENDO OF AMERICA
Booth 2816

- Banjo-Tooie
- Conker's Bad Fur Day
- Dinosaur Planet
- Eternal Darkness
- Excitebike 64
- Kirby 64: The Crystal Shards
- The Legend of Zelda: Majora's Mask
- Mario Tennis
- Mickey's Speedway USA
- Perfect Dark
- StarCraft 64
- Super Mario RPG 2

RED STORM
Booths 402, 2566

- Roswell Conspiracies: Aliens, Myths & Legends

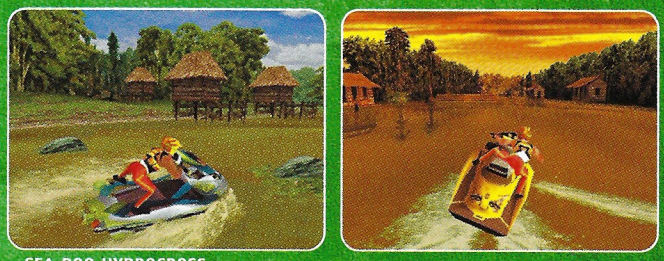
SOUTHPEAK
Booths 324, 800

- Mia Hamm Soccer 64

SPEED ZONE AHEAD

Aside from E3, May is the month of the Indianapolis 500, and GT Interactive will be wheeling out the timely **Indy Racing 2000**, a sim that includes a "draft meter" that actually allows you to gauge and "ride the wind" stirred up by cars in front of you. If arcade action is more up your alley, shift into Midway's high-flying stunt extravaganza, **Rush 2049** and **Cruis'n Exotica**, a 60-track, whirlwind tour zooming over fantastical locales like Atlantis and Mars. Or, if you prefer racing over water or snow, Vatical will be sporting the premier licenses for snowmobiling and wave racing, **Polaris SnoCross** and **Sea-Doo HydroCross.**

POLARIS SNOCROSS



SEA-DOO HYDROCROSS

TUROK 3: SHADOW OF OBLIVION

In the third installment of Turok adventuring, dinosaur hunters will be able to play as one of two heroes, and some areas will be explorable by only one character or the other. Multiplayer mass destruction will still be a bronto-sized part of Acclaim's fragfest, and one of **Turok 3**'s most intriguing modes is its Dark City deathmatch that goes down in pitch black, except for wherever you point your flashlight.

CRUIS'N EXOTICA

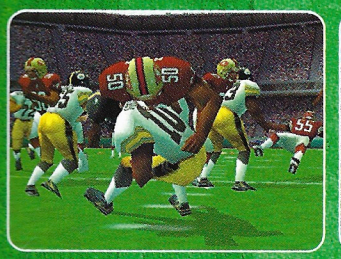
ARMY MEN: SARGE'S HEROES 2

The original Army Men: Sarge's Heroes marched on to major success in 1999, and the sequel sends the little green men off on 18 new missions.

Finding out where the toy soldiers wage their new war against the Tan and Blue Armies (including on pool table and desktop battle zones), may very well make **Army Men: Sarge's Heroes 2** worth a recon mission to The 3DO Company's booth.

ARMY MEN: SARGE'S HEROES 2

DONALD DUCK: QUACK ATTACK



NFL QUARTERBACK CLUB 2001

INDY RACING 2000

SCOOBY-DOO

Jinkies! THQ might have snagged the grooviest license out there—the van-driving, slacker sleuths from that '70s show, *Scooby-Doo: Where Are You?* Scooby-Doo, Shaggy, Fred, Daphne and Velma (voiced by the original cast) pop up in levels based on three episodes from the Hanna-Barbera series, and the gang will also hunt for clues in one brand-new paranormal mystery. The haunted hijinks involve puzzle solving, trap setting, Scooby Snacking and, most importantly, *sandwich building.* (Scully and Mulder do that all the time, don't they?)

DONALD DUCK: QUACK ATTACK

The crankiest critter on webbed feet is waddling into his 3-D video game debut. Last year, Ubi Soft wowed gamers with its stellar Rayman 2: The Great Escape, and the company's 24-level romp with **Donald Duck** appears poised to be just as eye-popping, sporting graphics that look on par with Disney's high standard of animation.

ROSWELL CONSPIRACIES: ALIENS, MYTHS & LEGENDS

If it's from Tom Clancy's company, it's bound to be dripping in intrigue and high-tech thrills, and Red Storm Entertainment's **Roswell Conspiracies** sounds like it fits the bill. Based on a new animated TV series, the sci-fi adventure reveals via full-motion animation scenes that the aliens among us have been masquerading as vampires, werewolves and other fabled beasts of myths and legends. E.T.-busters will be able to play as two of the show's intelligence agents to probe 40 levels, solve puzzles, wield futuristic weapons and slink past innocent humans in the hopes of maintaining the operation's secrecy and protecting the planet from earthling-stalking space beings. And to think you thought aliens just mutilated cattle.

N64 2000

THQ
Booths 506, 507, 2608, 503
- Aidyn Chronicles: The First Mage
- Power Rangers Lightspeed Rescue
- Rugrats in Paris—The Movie
- Scooby-Doo
- WWF Armageddon

TITUS
Booth 5018
- Blues Brothers 2000
- Hercules: The Legendary Journeys

UBI SOFT
Booths 546, 505
- Donald Duck: Quack Attack

VATICAL
Booth 1546
- Polaris SnoCross
- Sea-Doo HydroCross

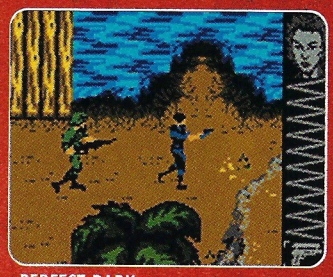
GAME BOY COLOR

After a year and a half of experience programming for the Game Boy Color, developers have created a bumper crop of excellent titles, and an army of avid players is ready to put money down for the best games in town.

NINTENDO'S WORLD

As you would expect, Nintendo's first- and second-party titles will lead the charge in 2000. Rare's spectacular recreation of **Donkey Kong Country** for GBC may be the biggest surprise of E3. Once again, the technical expertise and artistry of Rare's development teams manage to wring more magic out of the hardware than anyone thought possible. Players will experience familiar levels from the Super NES DKC plus new surprises. Rare's **Perfect Dark** is another guaranteed jaw dropper with incredible graphics and sound. Younger players will reap the rewards of the Disney Interactive and Nintendo collaboration with **Walt Disney's The Little Mermaid II** and **Walt Disney's Alice in Wonderland**. It starts looking like the Magical Kingdom on GBC when you add to that impressive list **Mickey's Speedway USA** and a host of Disney titles from third-party publishers.

DONKEY KONG COUNTRY



PERFECT DARK

CRYSTALIS

WARIO LAND 3

WALT DISNEY'S THE JUNGLE BOOK

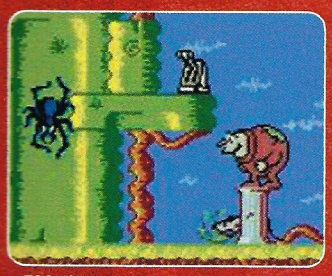
ALICE IN WONDERLAND

BETTER AND BETTER

There's more good news from Nintendo, as well. **Crystalis** will launch this summer, reprising one of the all-time favorite NES RPG Adventures. **Warlocked** is an original real-time strategy game for GBC, and it's brilliant. Fans of this genre from the PC world will flock to Warlocked. **Wario Land 3** is the best Wario game ever. The most anticipated games of all belong to **The Legend of Zelda: Triforce Series.** It's unlikely that all three games in the series will reach North America this year, but Nintendo still hopes that the first game will make it.

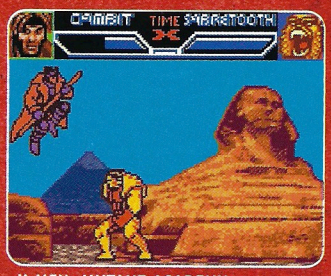
ZELDA: TRIFORCE SERIES

WARLOCKED


TOONSYLVANIA

SPIDER-MAN

DRAGON WARRIOR I & II



X-MEN: MUTANT ACADEMY

TO INFINITY AND BEYOND

Buzz Lightyear is just one of many great characters that will appear in games coming out from third-party publishers this year for Game Boy Color. In fact, the development community is growing so fast for this platform that between the time we wrote this article and the time you read it at E3, dozens of additional projects might have been announced or even completed. Let's start with Disney/Pixar's **Buzz Lightyear of Star Command**, which follows the space hero's exploits as he foils the plots of the evil Zurg. Activision's lineup alone has both **Spider-Man** and two **X-Men** games. Bay Area Multimedia (BAM for short) plans to launch three games based on the **Powerpuff Girls** this fall. And superspy James Bond will step onto the GBC stage in **The World Is Not Enough** from EA Games. Comic heroes from Warner Bros. and TV heroes from hit shows such as The Simpsons and Buffy the Vampire Slayer will also come to Game Boy Color.

FAMILIAR FACES

The challenge to put a familiar face in front of the game-playing population will reach new **heights** this year. Ubi Soft is teaming up with Disney Interactive for a remarkable collection of titles that include **Disney's Aladdin**, **Walt Disney's The Jungle Book**, **Disney's Donald Duck** and this year's movie release, **Disney's Dinosaur**. They've also got the new TV series **VIP** on their schedule, which should appeal to more mature gamers. Titus is bringing **Xena** and **Hercules** to the small screen while Kemco has **Tweety's High Flyin' Adventure**.

© Disney

GBC 2000

3DO *Booth 2466*
- Army Men: Air Combat
- Gobs of Games
- Heroes of Might & Magic

ACTIVISION *Booths 304, 646*
- Disney/Pixar's Buzz Lightyear of Star Command
- Mat Hoffman's Pro BMX
- Spider-Man
- Tony Hawk 2
- X-Men: Mutant Academy
- X-Men

BAY AREA MULTIMEDIA *(By appointment)*
- Powerpuff Girls

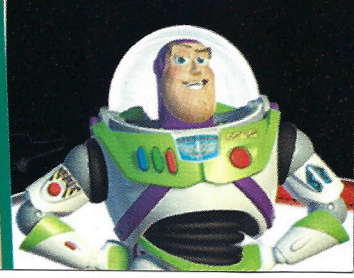
CAPCOM *Booth 424*
- Mega Man X

EA *Booths 308, 309, 900*
- The World Is Not Enough

INFOGRAMES *Booths 401, 1324*
- Alone in the Dark
- Looney Tunes Collector: Alert!
- Looney Tunes Collector: Attack!
- Test Drive Cycle
- Test Drive: Le Mans
- Xtreme Sports

KEMCO *Booth 300*
- Daikatana Adventure
- Territory
- Tweety's High Flying Adventure

MIDWAY *Booth 303*
- Gauntlet Legends
- NFL Blitz 2000
- San Francisco Rush



GAME BOY COLOR

SO MANY GAMES....

With so many Game Boy Color titles to choose from, it may seem almost impossible to see them all in the three days granted to you at E3. At Nintendo Power, we totally sympathize with your plight, because we'll have to run from booth to booth to catch all the action ourselves. But whatever you do, don't miss the following games or those we mentioned on the previous pages. We think these games have great potential.

ACTION AND ADVENTURE

Let's begin in the past with that international man of mystery, **Austin Powers**. Rockstar Games plans to release four Austin games this year. Their track record for GBC has been a good one, and the license is groovy, baby. Infogrames is planning on releasing two games in its Looney Tunes Collector series. The first, **Alert!**, has turned out to be a wonderful action game with surprising depth. The second, **Attack!**, should be even better with its Game Link trading feature. Infogrames also is creating a version of its award-winning **Alone in the Dark** for GBC. Natsume has sequels for two of its franchises—**Legend of the River King 2** and **Harvest Moon 2**. These games have RPG and strategy elements that are so well done that previous versions have developed loyal followings. A GBC version of Natsume's RPG **Lufia** also warrants a look, and **Return of the Ninja** is being developed by the same folks who made the classic Ninja Gaiden games for the NES. At THQ, a new agreement with Fox will result in a library of games including **Scooby-Doo.**

THQ also plans a GBC game based on the new Rugrats movie, **The Rugrats in Paris**. At Midway, Gauntlet Legends is underway, and Capcom's **Mega Man X** is sure to be a hit. 3DO's **Gobs of Games** and **Army Men 2** should be worth a look, too.

THE SPORTING LIFE

Let's wrap things up with a look at GBC sports. Extreme types of sports may be the most popular category of the year, and several titles will step up to deliver some extreme thrills. **Tony Hawk's Pro Skater 2** is at the top of our list, but Infogrames' **Xtreme Sports** and Activision's **Mat Hoffman's Pro BMX** may rank high. Midway's lineup will include a **Rush** racing game and **Blitz 2001**. Infogrames plans on releasing two Test Drive games—**Le Mans** and **Cycle**. 3DO hopes to release the first softball game for Game Boy. And Nintendo has **5 A Side** soccer for some fast action. All in all, there should be something for everyone on Game Boy Color.

POWER RANGERS LIGHTSPEED RESCUE

RUGRATS IN PARIS

TEST DRIVE: LE MANS

5 A SIDE

XTREME SPORTS

GBC 2000

NATSUME *Booth 846*
- Harvest Moon 2
- Legend of the River King 2
- Lufia
- Return of the Ninja

NINTENDO
Booth 2816 West Hall
- 5 A Side
- Walt Disney's Alice in Wonderland
- Crystalis
- Donkey Kong Country
- Walt Disney's The Little Mermaid II
- Mickey's Speedway USA
- Perfect Dark
- Wario Land 3
- Warlocked
- Zelda: Triforce Series

ROCKSTAR *Booth 400*
- Austin Powers

THQ *Booths 503, 506, 507*
- Aliens
- Buffy the Vampire Slayer
- Rugrats in Paris
- The Simpsons

TITUS *Booth 5018*
- Hercules
- Xena

UBI SOFT *Booths 505, 546*
- Animorphs
- Batman Adventure
- Disney's Aladdin
- Disney's Dinosaur
- Disney's Donald Duck
- Gold & Glory: The Road to El Dorado
- Inspector Gadget
- Toonsylvania
- VIP
- Walt Disney's The Jungle Book

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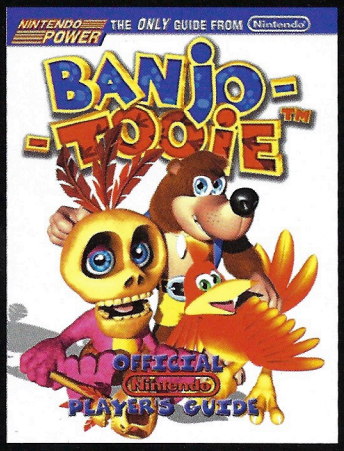

Two ways we give you the inside scoop

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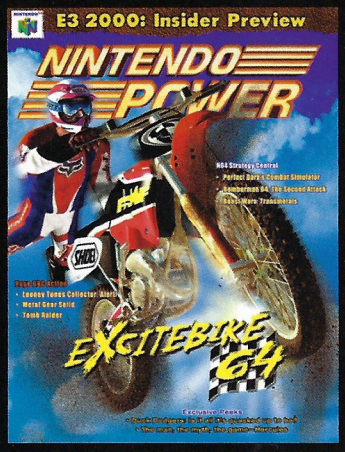

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